ZIFF DAVIS

INSIDE PERFECT DARK: SECRETS! CHEATS! RUMORS! SCENARIOS!

NINTENDO 64 • PLAYSTATION • PS2 • DREAMCAST • HANDHELDS • ARCADE

ELECTRONIC GAMING MONTHLY

SOUL REAVER 2

Raziel's cliffhanger concludes on the Dreamcast and PlayStation2

100 GAMES PREVIEWED

EVERYTHING E3

The good, bad and ugly from the big show

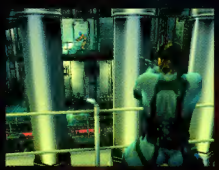
WHO WANTS TO BE A MILLIONAIRE



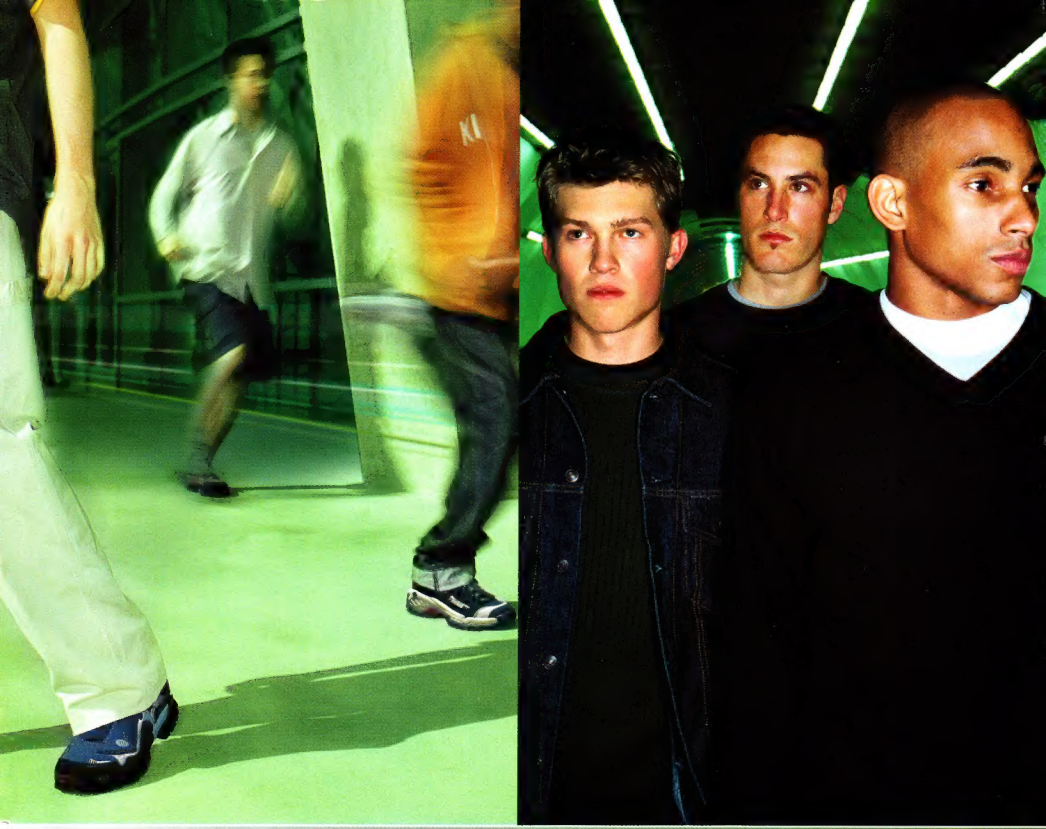
CONKER'S BAD FUR DAY



METAL GEAR SOLID 2



August 2000
$4.99/$6.50 Canada





SHOP ONLINE · AOL KEYWORD: SKECHERS

SKECHERS.COM

FREE CATALOG 1.800.201.4659







SKECHERS
SPORT
FOOTWEAR

THE FEW. THE PROUD.



Complete your Mutant Academy training by dominating in arena-fighting matches.



Fight as 10 different X-MEN characters, including Wolverine and Cyclops.



Use signature mutant moves, powers and abilities—for the first time in 3-D!

www.activision.com

PlayStation

GAME BOY COLOR

TEEN T Animated Violence ESRB

MARVEL

PARADOX

ACTIVISION



THE MUTANTS.

Train with fellow mutants and fight your way up the ranks, learning amazing mutant moves and using your special powers to dominate super-villains. It's boot camp for fighters... and only the strongest will survive. Professor X wants you!

X-MEN®
MUTANT ACADEMY™

DO YOU HAVE WHAT IT TAKES TO SURVIVE?

Screen shots taken from PlayStation® game console gameplay. MARVEL and X-Men: TM and © 2000 Marvel Characters, Inc. All rights reserved. Published and distributed by Activision. Activision is a registered trademark of Activision, Inc. © 2000 Activision, Inc. X-MEN: Mutant Academy for PlayStation developed by Paradox. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. X-MEN: Mutant Academy for Game Boy Color developed by Crawfish. Licensed by Nintendo. Nintendo, Game Boy and Game Boy Color are trademarks of Nintendo of America Inc. © 1989, 1998 Nintendo of America Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All rights reserved. All other trademarks and trade names are properties of their respective owners.

You are the chosen one.

Prove it.

It will take more than your own magic and skill to save mankind from evil. To fulfill prophecy, you'll need to combine the power of the elements to create the most feared weapon of all time - Crystalis.

Crystalis™





GAME BOY COLOR

EVERYONE E CONTENT RATED BY ESRB

MILD ANIMATED VIOLENCE

TM, ® and Game Boy Color are trademarks of Nintendo of America Inc. © 2000
Licensed by SNK Corporation of America. © 1988 SNK Corporation of America. All rights reserved. © 2000 SNK/Nintendo.
Converted by Nintendo Software Technology Corp. Character(s) used in the Game © 2000 Nintendo

www.gameboy.com/crystalis

THE FEW.
THE PROUD.
THE SUB-HUMAN.



Man or Beast? You decide - as you plot your battle strategies, train dragons and use the power of wizards to defeat your enemies.

WARLOCKED™





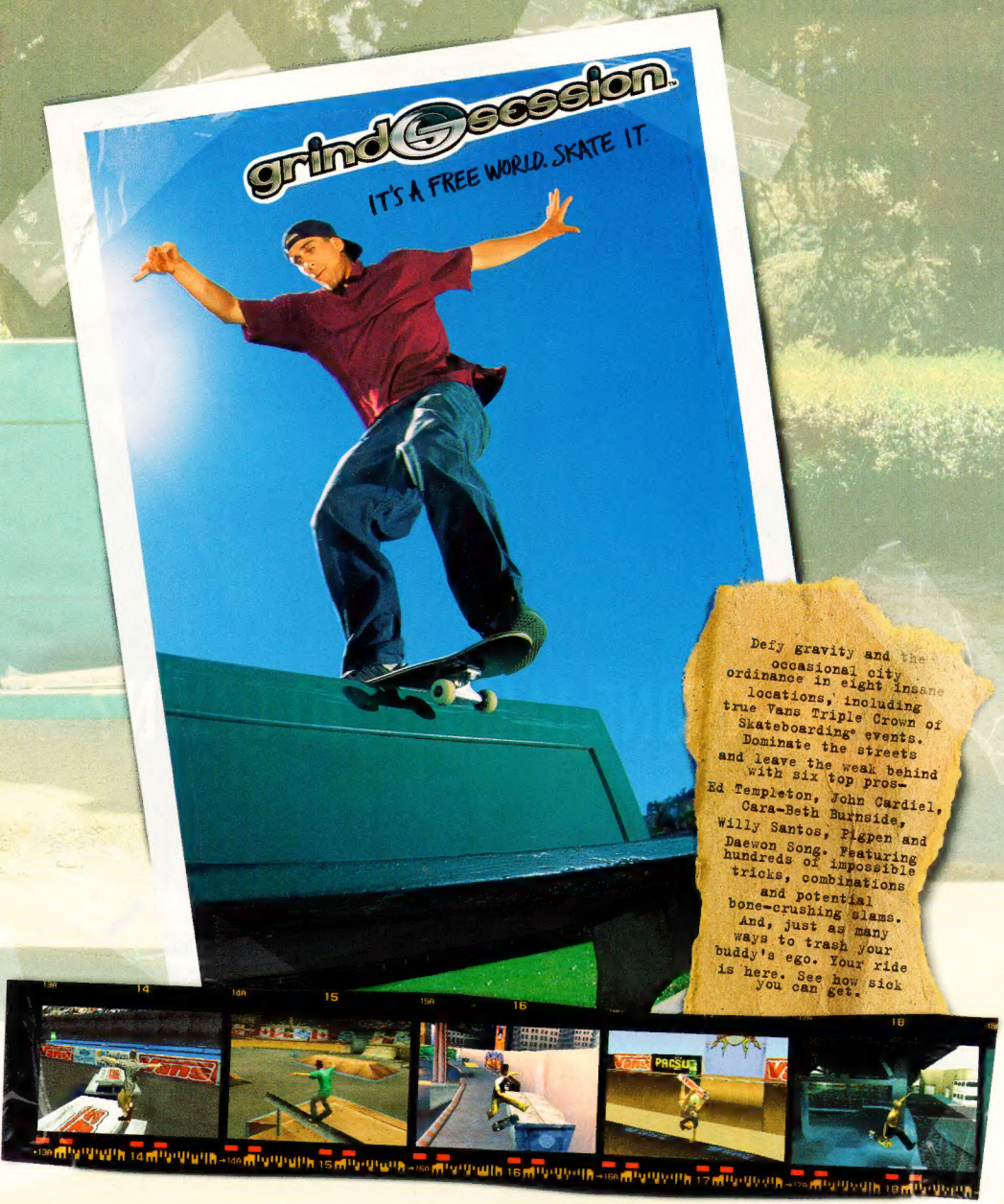
GAME BOY COLOR

EVERYONE
E
CONTENT RATED BY ESRB
MILD ANIMATED VIOLENCE

© Nintendo. TM, ® and Game Boy Color are trademarks of Nintendo of America Inc. © 2000 Nintendo of America Inc.

www.gameboy.com/warlocked


PlayStation
WHAT A WASTE
OF A PERFECTLY
GOOD BENCH.
EVERYONE
E
Mild Animated Violence
ESRB
Tony Hawk's Pro Skater 4
PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Grind Session is a trademark of Sony Computer



Entertainment America Inc. ©2000 Sony Computer Entertainment America Inc. Developed by Shaba Games. Vans and the Triple Crown of Skateboarding are registered trademarks of Vans, Inc.

A NUCLEAR BOMB IS ABOUT TO DETONATE.

IT'S CONTROLLED BY SADISTIC THERMO-TERRORISTS.

AN AMBASSADOR'S LIFE HANGS IN THE BALANCE.

NO REINFORCEMENTS ARE COMING...

WILL ANYONE MAKE IT TO DAWN?

ACTION/ADVENTURE GOES HIGH-SPEED.



Lose yourself in a heart-pounding 3-D thrill-ride that stretches across 30 different cities and 12 countries.

MULTIPLE DECISIONS. MULTIPLE OUTCOMES.



Every decision becomes crucial as you change routes, engage enemies, and alter the outcome.

SEARCH. SOLVE. AND DESTROY.



Search computers and bodies to find clues; then dispose of terrorists using 10 different military weapons.



Covert Ops: Nuclear Dawn © 2000 Sony Computer Entertainment Inc. Covert Ops: Nuclear Dawn is a trademark of Activision, Inc. Published and distributed by Activision, Inc. Activision is a registered trademark of Activision, Inc. All rights reserved. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks or trade names are the properties of their respective owners.

EDITORIAL

Brave, New Mario

By Joe Funk • joe_funk@ziffdavis.com



With some historical perspective two months after our industry's annual pilgrimage to E3, we can better digest and summarize the showing of the four major hardware makers:

Sega is the most vibrant company right now. With fresh titles like Jet Grind Radio and a strong online showing, they're back to doing what has made Sega great for nearly two decades—workers pleading for their lives), and Conker's Bad Fur Day (featuring an intro where some Mario-style small woodland creatures are placed in the opening scene of war epic *Saving Private Ryan*), Nintendo is clearly making a commitment to broaden its target demographics.

We don't expect them to show their new hardware until Spaceworld in Japan this August, but we can already see a bold new swagger to

"Nintendo may take some backlash from mainstream media and upset parents."

building fantastic games.

Sony meanwhile is the juggernaut of the industry and they are at their peak. PS2 will undoubtedly post record sales numbers for an entertainment product when it ships here this fall.

Microsoft has emerged as the unabashed (and pardon the pun here) x-factor with X-box, which is perhaps the most impressive piece of gaming hardware we've ever seen.

And then there's **Nintendo**. The enigmatic giant took its usual low-key approach at its booth (it's really more comparable to a small theme park) by letting the quality and depth of its games and franchises speak for themselves. And while the other three have all put their cards on the table by showcasing their next-generation hardware, Nintendo was conspicuous by its reserve.

There are some tantalizing clues, though, about Nintendo's next big push in a couple of eyebrow-raising titles. With games like the profoundly violent Perfect Dark (where if you don't turn the violence switch off you'll see innocent desk

Mario's strut. Nintendo, long an advocate of wholesome gaming targeted mostly at kids in the vein of Disney or Nickelodeon, is growing up. Nintendo VP of Marketing and Corporate Communications George Harrison told us, "We decided that we cannot afford to compete in only half the market—half the market is under 18 and half is over...and we'll be very clear that the marketing outreach we do will be targeted toward people 18 and up."

Being the great bastion of warm and fuzzies, Nintendo may take some backlash from mainstream media and upset parents. But we at *EGM* have always believed that games will one day be as diverse as movies, and while Nintendo will continue milking the Pokémon juggernaut and producing other wonderful games for all ages, this path was in many ways inevitable if Mario Inc. wants to remain a majority player in this next round of system wars.

For more information on Nintendo's coming out party, turn to page 36 for Chris Johnston's superb interview with Nintendo's Harrison. **Joe Funk**

Contributing Writers



Peter Bartholow

Peter Bartholow is moving on after freelancing for several years.

Having recently graduated from Northwestern University, Peter's anticipating getting back to his gaming roots in Japan before he returns to the US of A and begins his new job. Watch for his name in the credits of some upcoming PC games.



Andrew Pfister

Aside from being a full-time student at the University of Wisconsin, Andrew is a regular contributor to *EGM*, *The Official U.S. PlayStation Magazine* and Videogames.com. He may be young, but he's been living and breathing video games since he was old enough to hold a controller. His favorite genres are action and role-playing.

ELECTRONIC GAMING MONTHLY

Number 13.8
August 2000
www.videogames.com

Editor-in-Chief
J. E. Funk • joe_funk@ziffdavis.com
Managing Editor
Dean Hager • dean_hager@ziffdavis.com
Features Editor
Crispin Boyer • crispin_boyer@ziffdavis.com
Consumer Hardware Editor
Shawn Smith • shawn_smith@ziffdavis.com
Reviews Editor
Mark MacDonald • mark_macdonald@ziffdavis.com
News Editor
Chris "Cl" Johnston • chris_johnston@ziffdavis.com
Previews Editor
Greg Sewart • greg_sewart@ziffdavis.com
Senior Assoc ate Editor
Kraig Kujawa • kraig_kujawa@ziffdavis.com
Assoc ate Editor
Sam Kennedy • sam_kennedy@ziffdavis.com
Tr cks Editor
Terry Minn ch • tricks@ziffdavis.com
West Coast Editor
James Mielke • james_mielke@ziffdavis.com
Contr butions to this month's EGM were made by:
Peter Bartholow, John Davison, Andrew Pfister
Andrew Vestal, Todd Zuniga
N nja from the 6th Dimension
Sushi-X • sushi_x@ziffdavis.com

Senior Art Director
Cyril Wochok • cyril_wochok@ziffdavis.com
Art Directors
Jim Cordano • jim_cordano@ziffdavis.com
Mike Reisel • mike_reisel@ziffdavis.com

TOKYO BUREAU
Mixx Entertainment
Stuart Levy, CEO & Bureau Chief
Matthew Galligan, Producer
Kiyomi Fukuyama, Editorial Manager
Yutaka Ohbuchi, Japanese Correspondent

Manag ng Copy Editor
Jennifer Whitesides

Production D rector
Carlos Lugo
Sen or Prepress Manager
Peter Discoe
Prepress Manager
Dave McCracken
Assista t Prepress Manager
Mike Vallas

Project Leader
Mark LeFebvre • mark_lefebvre@ziffdavis.com

Vice President, Game Group
Dale Strang
Editorial D rector
J.E. Funk
Creative Director
Michael Stassus • mstassus@ziffdavis.com
Business D rector
Cathy Bendoff
C rculat on Director
Joan McInerney
C rculat on Director
Shirley Viel
Sen or Newsstand Sa es Manager
Don Galen
SUBSCRIPTION SERVICE NUMBER
303 665 8930 (U S ONLY)
Subscr ption Serv ce Web Site
http / service egmmag com

Advertising nquiries Contact:
Game Group
50 Beale, 12th floor, San Francisco, CA 94105
Telephone 415-547-8783
Group Publisher Lee Uniacke
415-357-4910 • lee_uniacke@ziffdavis.com
Group Associate Publisher Suzie Reider
415-357-4915 • suzie@ziffdavis.com
SALES: MIDWEST AND EAST COAST
Regiona Sa es Manager Marc Callison
Account Executive Tallie Fishburne
415-357-5226 • tallie_fishburne@ziffdavis.com
SA ES: NORTHWEST (Bay Area Peninsula, OR, WA, ID, MT, WY, Western Canada)
Regiona Sales Manager Dru Montgomery
Senior Account Executive Joann Casey
415-357-4920 • joann_casey@ziffdavis.com
SALES: SOUTH CENTRAL (Bay Area, San Francisco, Marin County, East Bay, TX, AR, LA, MO, GA, FL, TN SC, NC, CO)
Reg onal Sales Manager Marci Yamaguchi
Account Exec tive Mary Gray
415-547-8782 • mary_gray@ziffdavis.com
SA ES: SOUTHWEST (So CA, NV, UT, AZ)
Regiona Sa es Manager Karen Landon
Account Executive Linda Philapil
415-547-8781 • linda_philapil@ziffdavis.com
Senior Marketing Manager & Creative Director Rey Ledda
415-547-8775 • rey_ledda@ziffdavis.com
Marketing Coord nator Annie Lipscome
415-547-8248 • anne_lipscome@ziffdavis.com
Advert sing Coordinator Tipler Ubbelonde
415-357-4930 • tipler_ubbelonde@ziffdavis.com
Sales Coordinator Emily Olman
415-547-8783 • emily_olman@ziffdavis.com
Sales Assistant Bonita Luk
415-547-8778 • bonita_luk@ziffdavis.com
Advertising Production Coordinator Wen Laws
415 357-8114 • wen_laws@ziffdavis.com

Founder
Steve Harris

ELECTRONIC GAMING MONTH y (V SSN # 1058-918X) s published monthly by Z ff Davis Media nc P O Box 57126 Oak B ook, IL 60522 1338 Periodicals Class Postage Paid at Lombard, L and additional mailing offices Single issue rates $4 99 The one year (12 issue) subscription rate is $22 97 in the U S and $32 97 in Canada U S funds Checks must be made payable in U S currency only Electronic Gaming Monthly magazine POSTMASTER Send address changes to Electronic Gaming Monthly P O Box 56722 Boulder, CO 80322 5722 For subscription service questions comments or changes E mail subscriptions@neodata com or write us at the above address You can also contact us at 303 665 8930 in the U S or 303 604 7445 outside the U S or via U S postal service at the above address Please include your subscription label when writing to us It contains valuable information about your subscription and helps us Please allow 6 8 weeks before receiving your first issue as well as for any subscription changes Occasionally we make portions of our mailing list available to companies that sell products that may interest you If you do not wish to receive such mailings please write us at the above address Please include your subscription label when writing to us It contains valuable information about your subscription and helps us Please allow 6 8 weeks before receiving your first issue as well as for any subscription changes Occasionally we make portions of our mailing list available to companies that sell products that may interest you If you do not wish to receive such mailings please write us at the above address

Reprints Contact Z ff Davis Media nc Attn Reprints 50 Beale 12th floor San Francisco CA 94105 Telephone 415 547 8783 E mail reprints@ziffdavis com Or purchase reprints online at www zdreprints com Permission or any part of this publication can also be purchased through the Copyright Clearance Center Phone 978 750 8400 Fax 978 646 8600 Or visit the CCC Online site at www copyright com Attn Z ff Davis Media nc Or E mail requests to you by filling out the permissions form posted online at http /www zdjournals com permissions htm

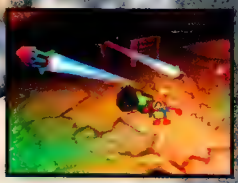
Entire contents copyright 2000 Z ff Davis Media nc All Rights Reserved Electronic Gaming Monthly and EGM are trademarks of Z ff Davis Media nc TM and © for all other products and the names and logos contained therein are owned by the respective t ademark and copyright owners All materials listed in this magazine are subject to manufacturers' change and the publisher assumes no responsibility for such changes The Canadian GST Registration number is 140596720 RT

Printed in the USA.

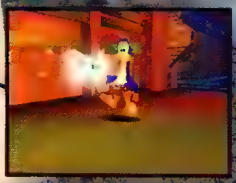
Audit Bureau of Circulations

Deady Bear

Put Teddy on the most endangered species list and FUR FIGHTERS on your most wanted. A new kind of game has hit the scene. Part adventure-crammed shoot 'em up, part heavy petting and panting action. Play as all six armed animal liberators against the malevolent fat-cat, General Viggo. It's a raging romp of feline conspiracies, blazing animal combat and unrelenting beaver shots!







FUR FIGHTERS

WWW.FURFIGHTERS.COM

TEEN T
Animated Violence
Comic Mischief
Suggestive Themes
CONTENT RATED BY ESRB

PC CD-ROM

Sega Dreamcast.

Acclaim

Game Directory

90 Aerowings 2: Air Strike
132 Animorphs
94 Arcatera
132 Armada F/X Racers
148 Armorines
116 Army Men: Air Attack 2
96 Bangai-O
102 Banjo-Tooie
87 Black & White
119 Bust-A-Groove 2
132 Carl Lewis Athletics 2000
100 Conker's Bad Fur Day
122 Cool Boarders 4
128 Crystalis
86 D2
94 Demolition Racer: No Exit
108 Dinosaur Planet
124 Disney's Dinosaur
104 Donald Duck—Quack Attack
128 Donkey Kong Country
145 Draconus
126 Dragon Warrior I & II
148 Duck Dodgers
123 Emperor's New Groove
80 ESPN Baseball Tonight
112 ESPN International Track & Field
80 Eternal Arcadia
106 Eternal Darkness
108 Evergrace
124 Fear Effect: Retro Helix
112 FIFA Major League Soccer
102 Fighter Destiny 2
148 Fur Fighters
112 Fusion GT
110 Gradius III & IV
121 Grinch, The
128 Grudge Warriors
128 Harvest Moon GBC 2
104 Hercules
104 Indiana Jones and the Infernal Machine
132 Inspector Gadget
152 Jeremy McGrath Supercross 2000
121 Jungle Book Rhythm N'Groove
110 Kengo
112 Knockout Kings 2001
151 Koudelka
148 Legend of Dragoon
149 Legend of Mana
130 Legend of the River King 2
88-98 Legend of Zelda: Majora's Mask
128 Legend of Zelda: Mystical Seed of Power
110 Legion: Legend of Excalibur
145 MagForce Racing
145 Marvel vs Capcom 2
104 Mickey's Speedway USA
123 MLS Game Night
132 Mowgli's Adventure
118 Ms. Pac-Man Maze Madness
94 Mummy, The
132 New Batman Adventures, The
82 NBA 2K1
122 NCAA Football 2001
78 NFL 2K1
106 NFL Quarterback Club 2001
149 N.Gen Racing
112 Oddworld: Munch's Oddysee
104 Ogre Battle 64
102 Paper Mario
114 Parasite Eve II
116 Persona 2: Eternal Punishment
94 POD II
130 Qix Adventure
78 Quake III Arena
146 Rainbow Six
106 Rally Challenge 2000
150 Rayman 2
97 Rent A Hero No. 1
130 Return of the Ninja
150 Rhapsody
150 RPG Maker
96 Sakura Taisen
72 Samba de Amigo
73 Seaman
86 Silent Scope
87 Silver
120 Simpsons Wrestling, The
146 Space Channel 5
122 Spyro: Year of the Dragon
106 Starcraft 64
116 Star Trek: Invasion
119 Star Wars Demolition
111 Star Wars: Starfighter
82 Star Wars: Super Bombad Racing
90 Stunt GP
146 Super Magnetic Neo
97 Super Runabout
152 Surf Riders
96 Sydney 2000

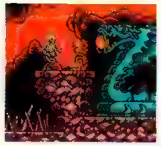
Features



To be Kaintinued Soul Reaver ended in a sloppy cliffhanger, and gamers everywhere cried conspiracy. Did Crystal Dynamics and Eidos break the original in half just so they could rush it to market and make easy money with a pseudo part two? Or will Soul Reaver 2 be a fully realized game that blows the original away? We answer all your questions inside. **pg 134**



Metal Gear Solid 2 Everyone is saying it may very well be the best game we'll see for years, and we won't argue. Check out tons of new screens and a huge interview with creator Hideo Kojima. **pg 26**



Tomb Raider (GBC) We review little Lara. **pg 152**



Space Channel 5 review **pg 146**



The Legend of Zelda: Majora's Mask We give you an in-depth look at Link's newest quest. **pg 98**

90 System Shock 2
86,130 Test Drive Le Mans
86 Test Drive V-Rally
151 Threads of Fate
111 Timesplitters
130 TOCA Touring Car Championship
152 Tomb Raider
124 Tomeco, The Last Hope
74 Ultimate Fighting Championship
110 Unreal Tournament
124 Valkyrie Profile
90 Vanishing Point
148 Virtual On: Oratorio Tangram
82,126 Wacky Races
152 Wario Land 3
151 Who Wants to Be a Millionaire
120 World's Scariest Police Chases
78 World Series Baseball 2K1
74 WWF Royal Rumble

Departments

Editorial 12

Letters 19

News 26

Interviews with Hideo Kojima, Shigeru Miyamoto, new MGS2 screens and tons of news from E3.

Gossip 50

Rumors about Sega getting out of the hardware business, and info on Lara's upcoming adventure.

Previews 68

Samba de Amigo and Seaman for DC; Parasite Eve II and Fear Effect: Retro Helix for PS; Star Wars: Starfighter and FIFA MLS for PS2; Banjo-Tooie for N64 and tons more.

Review Crew 144

This month we review Marvel vs Capcom 2 for DC; Legend of Mana and Who Wants to be a Millionaire on PS; and Wario Land 3 on GBC.

Tricks 154

Be sure to check out our all-new monthly Perfect Dark Insider section in Tricks this month.

The Final Word 160

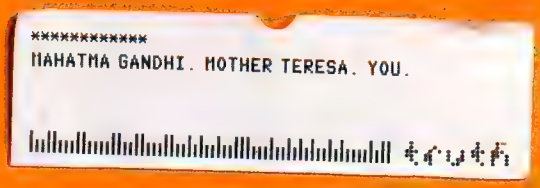
EGM staffers have an informal discussion about the winners and losers at this year's E3.

SYSTEM KEY

- Dreamcast
- Nintendo 64
- PlayStation2
- PlayStation
- Game Boy Color
- Neo•Geo Pocket Color
- Arcade


ROBDYRDEK
CROOKED GRIND. BLABAC PHOTO.
THE SHOES
CAN HANDLE IT.
CAN YOU?
SHOE FEATURED
ROB'S NEW SIGNATURE
MODEL, THE ENDEAVOUR
FOR STICKERS, POSTERS AND INFO SEND $2.00 (U.S. CURRENCY ONLY) TO
DC STICKERS 770 SYCAMORE AVENUE #J471, VISTA, CA 92083. OFFER VALID IN USA ONLY.
DEALER INFO 800•886•8225
AVAILABLE AT YOUR
LOCAL SKATEBOARD SHOP.
TO FIND A LOCATION NEAR YOU, SEE THE LATEST NEWS,
TEAM INFORMATION AND SHOES, VISIT OUR WEB SITE AT
WWW.DCSHOECOUSA.COM
DCSHOECOUSA
DCSHOECO


thetruth.com
©2000 truth



Help make the world a better place. Rip out the next cigarette ad you see. But hurry, every 8 seconds someone in the world dies from tobacco. Of course, only rip out ads from magazines you've purchased yourself. Thank you.

Survival Horror Has Entered A New Realm...

the Ring

TERROR'S REALM

Coming Summer 2000

MATURE M

ANIMATED VIOLENCE
ANIMATED BLOOD AND GORE

Visit www.esrb.org
or call 1-800-771-3772
for more info

Sega Dreamcast

Asmik Ace Entertainment Inc.

INFOGRAMES

Infogrames is a trademark of Infogrames Entertainment S.A. © 2000 Kadokawa Shoten Publishing Co., LTD./ Asmik Ace Entertainment, Inc. All Rights Reserved. Published under license by Infogrames Entertainment S.A.
Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, LTD.
The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks and trade names are the properties of their respective owners.



Letters to the Editors

LETTER FACTS

- # of readers who put their game systems in dresses: 1
- Best $20 word: antithetical
- Canadian readers scared to go to work on Oct. 26: 1
- Near-death experience letters: 1

LETTER OF THE MONTH

Glue-Sniffing Slack-Jawed Mouth-Breathers

What's up with the slack-jawed mouth-breathers who are eagerly anticipating the demise of the (insert the name of any major console system currently on the market or expected to be released in the near future)?! I can't stand seeing letters and e-mails that seem to have only one purpose: to bash one system and promote another. I can respect another gamer's opinion, but it seems that these correspondences always come down to a brief, juvenile rant of what amounts to name calling. My God, people, if you have a beef, at least try to legitimize it with more than middle-school bravado (e.g., "Sega sucks! Sony rules! Me go potty now! Oops, me no make it...uh, Sega sucks!").

Congratulations. You win an InterAct controller. You will be receiving a Barracuda (PS), an Alloy Arcade Stick (DC) or a SharkPad Pro 64³ (N64).

See page 163 for official rules.



"...every system deserves a chance. It's the games which will make or break a console, not the name on the box."

I cannot understand system bias. I own a Sony PlayStation, an N64 and a Dreamcast, and I enjoy all three systems. I think any serious gamer should be excited to be alive right now. I don't plan on purchasing a PlayStation2 when it is initially released in the States, but I most likely will eventually own one. The X-Box has me curious, but I need to know much more about both the system and possible developers before ever entertaining the thought of buying it. What has me so ecstatic is all the choices I have. Why the hell would anyone want a system to fail just for spite? I enjoy my PlayStation, but I sure as hell don't want Sony to be the only game in town (plan very much intended, thank you). I'm happy with the initial success of the Dreamcast (my first Sega purchase ever) and see a healthy future for the DC. To actually wish for the DC to fail is antithetical to a healthy gaming market. I'm lukewarm about the impending arrival of Nintendo's Dolphin, but I want to at least give it a chance. Maybe Nintendo will surprise me with a more eclectic range of titles.

I would caution anyone against buying a system on impulse; rather, if a particular system's merits appeal to you or a console seems especially adept at presenting a favorite genre, by all means, purchase it. Now, just because you bought said system, that doesn't mean everything else on the market is garbage. Hopefully, you got what you wanted and will be satisfied with that, and the beauty of today is that even if you aren't happy, you can always take a chance on another console.

This goes out to all of you glue-sniffing punks who can't see beyond your own little world: Every system deserves a chance. It's the games which will make or break a console, not the name on the box. If you want to limit yourself to one party's offerings, by all means, feel free to do so, but don't wish your one-dimensional world upon me. And for the love of God, *EGM*, quit letting the idiots get into print! You're a better magazine than that.

Lee Bensenhaver
Petersburg, WV

Word is bond, G, word is bond.

SEATTLE, WA — JUNE 26-28
BOSTON, MA — JUNE 26, 28-29
PORTLAND, OR — JUNE 30-JULY 1
DENVER, CO — JUNE 30, JULY 2
NEW YORK, NY — JULY 1-4, 27-28, 28-29, 30-31
SAN FRANCISCO, CA — JULY 3, 5-6
PHILADELPHIA, PA — JULY 6-8
ALBUQUERQUE, NM — JULY 6-7
OKLAHOMA CITY, OK — JULY 10-11
SACRAMENTO, CA — JULY 12-13
BALTIMORE, MD — JULY 11-12
WASHINGTON, D.C. — JULY 13-15
KANSAS CITY, KS — JULY 14-15

****
CHECK OUT THE TRUTH TOUR.
BRING YOUR RIPPED OUT ADS.
GET FREE TRUTH GEAR.

LOS ANGELES, CA — JULY 15-17
RICHMOND, VA — JULY 16-17
ST. LOUIS, MO — JULY 17-19
BOSTON, MA — JULY 19-21
CLEVELAND, OH — JULY 22-23
ATLANTA, GA — JULY 22-25
SAN DIEGO, CA — JULY 23-25
DETROIT, MI — JULY 25-26, 28
BIRMINGHAM, AL — JULY 27-28
LAS VEGAS, NV — JULY 28-29
MOBILE, AL — JULY 30-31
PHOENIX, AZ — JULY 31-AUG 1
CHICAGO, IL — JULY 31-AUG 6
TUCSON, AZ — AUGUST 1

Promotion starts on 6/26/00 and ends on 8/6/00. For complete terms and conditions and other ways to participate, visit www.thetruth.com. Offer limited to residents of the states listed above. Void where prohibited. While supplies last



LETTERS

EGM@ziffdavis.com

Send us your thoughts, your wishes, your innermost weirdness... your pictures, crazy screenshots or photos of bizarre game-related moments, and you might win something, or see your name in print!

Barrel Of Drunken Monkeys

Snicker, chuckle, do what you like... playing video games may have saved my life last night. I was on my way to work, going toward Cedar Point when this jackass from out of the blue decided to change lanes....RIGHT INTO ME.

Well, I certainly wasn't going to stand for that, so I swerved up onto the curb, put two wheels in the grass, and heard something squeal. Then after barely dodging a "No Parking" sign, I landed the ol' family truckster back on the road with nary a fret in sight. I didn't even get nervous. THAT was what scared me. Have all these hours of Gran Turismo, Rage Racer, Need For Speed and Driver helped me hone my driving skills through practicing escape from reckless abandon on a mere simulation generated of 360,000 polygons or less (probably less)? For once, video games saved a life, though the rest of the world would lead us to believe they merely inspire the taking of life. Tourists suck.

So life's just a barrel of drunken monkeys right now, like water under a duck's bridge, or something like that.

Mark Buckingham

This is just the kind of positive publicity we gamers need. Sure, the whole violence/M rating thing grabs all the headlines lately, but where can the legions of people who owe their very *lives* to gaming be heard? Huh? Right here, brother. And you're not alone. Why, our very own Greg Sewart might be pushing up daisies right now after nearly being mowed down by a rogue jetski. If he hadn't learned how to swim backward standing on his tail from ECCO...we can't even think about what may have happened.

Insane In The Game

The life of a video gamer is not an easy one. It is an art form which is very beautiful and not possible for most people. Friends, family and other loved ones must always come second. To be the best you can be, you cannot love anything above your precious video game collection.

Second, your devotion to games must be absolutely sickening to outsiders. Food, drink and sleep are important to your health, but games are first. After you have finished playing the appropriate time (the appropriate time being a proper 24- to 36-hour gaming spree), you may then indulge yourself

"...I swerved up onto the curb, put two wheels in the grass, and heard something squeal. Then I landed the ol' family truckster back on the road with nary a fret. I didn't even get nervous. THAT's what scared me...."

"...your devotion to games must be absolutely sickening to outsiders. Food, drink and sleep are important to your health, but games are first."

DESERT ISLAND GAMES

Five Games You Couldn't Do Without

If you were stuck on a desert island and could only have five games with you, which would they be? E-mail us your lists at EGM@ziffdavis.com. Mark the subject line Desert Island Games.

FF VIII
Legend of Legaia
Lunar: SSSC
Lunar: Eternal Blue
Final Fantasy IX
aaron_skippy@hotmail.com

Legend of Legia
Metal Gear Solid
EarthBound Zero
Chrono Trigger
Lunar: SSSC
calisscrimsoneagles@hotmail.com

The Legend of Zelda
EarthBound
Final Fantasy IV
Final Fantasy VII
Final Fantasy VIII
grotch_donghammer@hotmail.com

Final Fantasy VII
Zelda 64
Super Metroid
Phantasy Star 2
Half-Life (PC)
existor@hotmail.com

Perfect Dark
Super C
Tetris (GB)
Super Mario
Legend of Zelda
LINK7182@aol.com

Final Fantasy IX
Final Fantasy VIII
Grand Turismo 2000
Dragon Quest
Metal Gear Solid 2
Deceptekon@aol.com

Question of the Moment

Are you glad Final Fantasy IX is returning to the series' fantasy roots, or do you like the futuristic stuff?

YYYYYEEEEESSSSS! IT'S ABOUT TIME.
zz_petro@hotmail.com

I love the new designs but I have hope for IX because of the new skill system.
the_malevolent_milk_man@yahoo.com

NO! The one great thing about the Final Fantasy series is that you got to watch a world grow and develop. This has now been, in my opinion, a change for the worst.
BuddhaBelly39424@aol.com

Final Fantasy as a series was built on the fantasy premise. The sci-fi games were, at least to me, boring. They need to be fantasy because the sci-fi games weren't much fun.
Zaldymir@aol.com

SWEET!! Final Fantasy IX will be the greatest game of the series yet. Fantasy, in my opinion, has been one of the greatest aspects of the series and I am glad to see it being continued. I have waited for this moment since FFV. Job classes rule baby! Long live the mighty Square Empire.
RShirk@concentric.net

OOOOOOOH YEEEEEEEAH! Up with Cid!!!
kvwesten@uswest.net

I'm glad that FFIX is returning to its roots. The futuristic stuff gets old after a while.
captainfrizo@hotmail.com

Wooo Hooo!!!! Yeah baby yeah!!! Final Fantasy is returning to the fantasy roots. Oh wait!!!! I don't even like Final Fantasy!!!!!! They should kill it off!! Have a nice day.
KaNeCrEeD311@aol.com

The futuristic stuff is great, but as long as the story is good, nothing can beat an original. FF forever!!!

Next Month's Question of the Moment:

Are you looking forward to more Pokémon games?

Send your short but sweet responses to: EGM@ziffdavis.com with the subject heading:

More Poké?


RICE KRISPIES TREATS
ORIGINAL



LETTERS

You can write EGM at:

EGM Letters
P.O. Box 3338
Oak Brook, IL 60522-3338
e-mail: EGM@ziffdavis.com

Please note: We reserve the right to edit any correspondence for space purposes. If you don't want your name, city/state or e-mail address printed, tell us so (but please include your phone number and mailing address for Letter of the Month consideration).

in a healthy five- to 10-minute break to enjoy things such as: food, drink, sleep and the company of other human beings, then it is back to the video games.

Finally, you cannot, absolutely cannot be sane. When I pass the proper amount of time for a break (that being 10 minutes of course), I like to make it up to my games by apologizing to them. I'll put on a nice tuxedo, put my PlayStation and Dreamcast in pretty dresses, and take them out for dinner and a movie. That helps them forgive me.

Matt Ternus

This level of devotion in an amateur is refreshing, not too sure about the dresses thing though... However, we here at *EGM* don't even go home. Our significant others can come "visit" us in the lobby if they like, with Dean standing watch of course. Oh yeah, we all wear Depends™ undergarments as well. This provides roughly two extra hours of gaming each month.

SHORTS

The very bottom of the *EGM* letters barrel.

SOMEONE PleASe e-mail MMMEEEE!!!!!
maxd2486@cs.com

Well people, he asked for it...

Why doesn't this EGM come in A plastic cover like in the News stands ? Also in that cover there are more gaming info ?
oidnavy143@yahoo.com

Well, Tarzan, you no get plastic bag cause you use bag for make mask toy.

"...I don't mean to bash Sega, but I think Sony has already conquered the market. I have never seen anything like this before."

Clerk Forecasts Own Death

Hi, as a long-time reader of *EGM* and part of the dying breed of the hardcore gamer, I have noticed an awe-inspiring event. I currently work for Electronics Boutique in Ontario, Canada (insert stereotype here) and recently received an e-mail direct from Sony Computer Entertainment of America. We are to stop pre-booking PlayStation2 units! The pre-bookings have exceeded available units to be distributed in Canada. I have checked with independent game stores, and they're all sold out as well. I don't mean to bash Sega, but I think Sony has already conquered the market. I have never seen anything like this before. My store alone has approximately 300 pre-booked units at $300 a pop. A lot of people said that what happened in Japan for the PS2 launch would NEVER happen here, but after about 1 million units sold out in less than a week I am getting scared. I don't want to work for EB on Oct. 26 'cause frankly I don't think I'll make it out alive. So I have two final things to say: 1) Congratulations to Sony and 2) Get ready for the greatest event in North American gaming history.

Josh Gamble

It *is* scary Josh, and all we can say is be careful up there, eh?

Gaming: It's Not Just For Grrrls

I don't know if you guys still remember, but way back in *EGM* #113 (aka December 1998), released about a couple of months after your "Women in Gaming" feature, you snuck in a short half-page column written by GRRLGamer's "head grrl." I rather appreciated that *EGM* lent an ear to the women gamers out there, and along with that, all their complaints ("I can't talk to guys about video games seriously because it's seen as a butch thing to do"; "P.ease design games women will like"; etc.).

I saw the column as a nice addition to your magazine. Haven't you considered making it a regular thing, taking the opinions of women gamers (not necessarily just the people from GRRLGamer)? I know you guys have admitted there isn't much of a female influence in your offices, but I just thought this was a nice suggestion. Who knows, it might just spark a positive response from developers—more good games maybe?

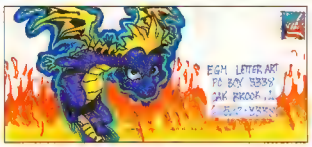
sakurai@edsamail.com.ph

We here at *EGM* welcome the ladies' opinions. It's just there aren't many girl gamers out there we know of. Maybe because they're afraid to "come out." So here it is: We are officially putting out a call for all girls who a) can write clearly and effectively and b) are hardcore gamers to contact us; we'd like to hear from you. Send us an e-mail with the subject heading "girl gamers" include writing samples and a brief rundown of your gaming/journalism experience. Who knows, you may get published.

LETTER ART

WINNER

Congratulations, your prize is on the way—an ASCII Specialized Control Pad for the PlayStation. It features rapid-fire controls for all buttons and slow motion for those intense moments.



Matt Berkheimer
Giens Falls, Ny

The ASCII Control Pad

Put your creative skills to the test by decking out a #10 envelope (the long business type) with your own unique touch. Send your letter art to:

EGM Letter Art
PO Box 3338
Oak Brook, IL
60522-3338



(All entries become the property of Ziff Davis Media Inc. and will not be returned!)

Close, but no controller

Bad luck to these guys...better luck next time. Feel free to e-mail us artwork as well. More of our messages are e-mails these days—so don't miss out!



Arturo Velazquez
Houston, TX



Giovanni Leboffe Fairfax, VA


GET READY TO CRUMBLE.
GODZILLA
2000
IN THEATERS THIS SUMMER


it's all about
back
mark wagrath • lead singer/sugar lay


style
JANSPORT
pack
vibe - in techno-radiant, zen-washed colors

By Chris Johnston chris_johnston@zd.com

Putting Solid Snake Through His Paces

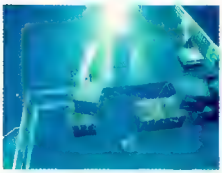


Without a doubt, the biggest news out of the recent Electronic Entertainment Expo was the premier of Konami's Metal Gear Solid 2: Sons of Liberty for PlayStation2. Check out the screenshots and you can see why. And yes, all the screenshots you see here are running in real time PlayStation2 hardware—director Hideo Kojima was recently shown on Japanese TV demonstrating the game, and it looked just as nice as what you see here. MGS2 is still a year off as the team polishes and pieces together the story line, but already it looks more complete than some of the PS2 games we saw at the show planned as launch titles. EGM sat down with Kojima-san to talk about MGS2 and the future of gaming. Here's what we found out:

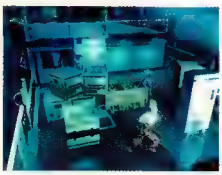
EGM: You've said Metal Gear Solid 2 is a social critique, dealing with the digitization of the future. Do you think that is kind of ironic, considering you're making the game for the PS2, a platform aiding in this digitization?

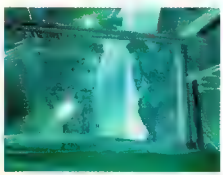
Hideo Kojima: The game does hit on points like this—like the digitization of society and digital money. At the same time, the gameplay—the experience—is a message to the player himself or herself that they are a part of that digital society, playing in this virtual world that is made capable on the PlayStation2.

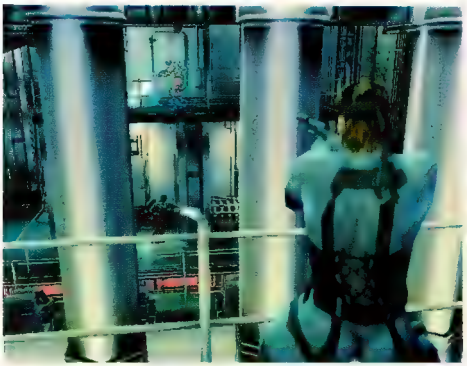
EGM: Did you use Legos to design the levels like you did with the

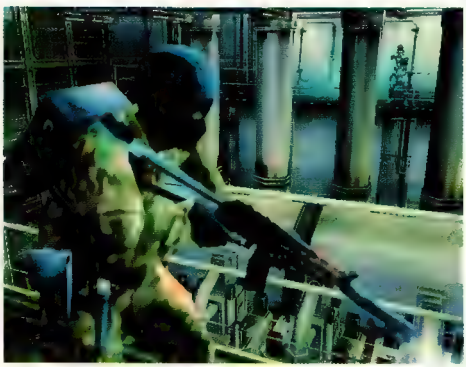










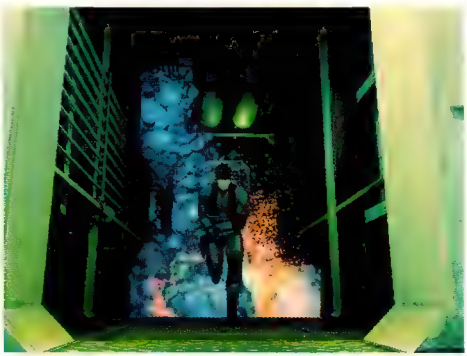


In the true spirit of Hollywood, Konami held an event for the gaming press to get a sneak peek of Metal Gear Solid 2: Sons of Liberty a day before everyone else. They held the event at Universal Studios in a private theater. Afterward, rabid gaming journalists pelted Kojima-san with questions. Like, "Can we see that again?"



first MGS?
HK: We actually tried that again at first, but we realized that the levels were too complicated —too three dimensional—to plan out with Legos. So we used computers instead.

EGM: The original MGS used every aspect of the PlayStation controller. Will MGS2 make use of the PS2 controller's new analog button feature?
HK: Yes. Depending on how hard you push the buttons can affect the speed of some actions. Like when you draw your gun—depending on how hard you push the button changes how fast you pull it out and aim. Or when you push a button to crawl, pushing it harder will make you crawl faster, but if you crawl too fast you might make noise and alert the guards. There are also other things, but I can't talk about them right now.



"Violence doesn't have to be the only answer in a game."

EGM: In the demo, it looked like Snake was chewing bubblegum?
HK: (laughs) That's amazing you noticed that! Yes, at some parts in the game he can't smoke, so he chews gum to help the cravings.



EGM: We also noticed Snake sneezing in the demo, was that just a joke or is that part of the actual gameplay?
HK: That's actually in the game. It's like in the original MGS, Snake can catch a cold from being out in the cold rain too long. Also, you noticed the kitchen in the demo? If he is next to a bag of flour and it's shot and explodes, it can get all over him and also cause him to sneeze.

EGM: How does the first-person mode work?
HK: The first-person mode is only for looking around and shooting, and it's activated by hitting a button. You can't move around while using the first-person perspective, though, as it's only for aiming and looking.

EGM: Will there be significant improvements to the enemy AI for MGS2?
HK: Oh yes, definitely. The AI will be very different in Metal Gear Solid 2. This time you won't be just fighting individual guards, but instead you'll be against many teams of guards. They'll attack in their own ways, but all work as a team against you. The battle system is much more complex for the sequel.

EGM: You've mentioned that it's possible to make it through the entire game without actually killing anyone. Is that a response to the recent uproar on the issue of video game violence?
HK: A lot of what you've seen so far in the Metal Gear Solid 2 video trailer has been Solid Snake and the soldiers shooting at each other. But that's not the main focus of the game. As you know, Metal Gear is all about stealth, and you have to try to move around while avoiding fighting and avoiding being spotted. That is why we included the tranquilizer—to tell people that you do not have to kill enemies to play the game. And at the same time, I guess it's my way of interpreting the current situation with the violence in the games industry and is a message toward players. Violence doesn't have to be the only answer in a game.



EGM: Will MGS2 have extra VR Training missions, so that there doesn't have to be separate "VR Missions" game after it's released?
HK: If we did that, it would add a significant amount of time to the development of the game. We have to be able to release the game

Kojima Interview, continued...

Winner: Metal Gear Solid 2, PS2 (Konami)
Runner-up: Munch's Oddysee, PS2 (Infogrames)

This was an easy win for Metal Gear Solid 2. After seeing it, we decided to separate this category into playable and non-playable, since it didn't seem fair to put anything else up against Snake 'n' company. Munch's was the only other game that came close.





someday [someday right now is projected for fall 2001].

EGM: MGS2 takes place in Manhattan. Will you venture out into the city streets and off of the tanker that we saw in the trailer?
HK: You'll probably end up in the streets, yeah. It takes place in that area, so we'll see (smiles).

EGM: What nationality is Solid Snake?
HK: We don't try to determine the nationality for Solid Snake, because it's the nationality of the player. You are Solid Snake. Every player is Solid Snake. But with that said, he does look half Anglo-Saxon and half-Asian.

EGM: Is MGS2 a continuation of what was written for the first game, or is this a completely new project?
HK: Obviously there were a lot of ideas that kept popping up while we were working on Metal Gear Solid 1, but the actual development and planning didn't start until after the original Japanese MGS was released. And while we were working on the conversion for U.S. and Europe and during the development of the VR missions, we started working on the planning of Metal Gear Solid 2.

EGM: Were there any ideas that you had for the original Metal Gear Solid that the technology at the time wouldn't allow you to implement, but are now possible with the sequel?
HK: Yes, definitely. Not only are we now able to improve graphics, but we can do things such as enemies spotting shadows. That element of light and shadows was something we couldn't do before.

EGM: You've said that movies have been a strong influence to you. What are some of your favorite films?
HK: *Taxi Driver* and *2001*.

EGM: We noticed that the soundtrack is being composed by Harry Gregson-Williams, who has worked on the musical scores for such films as *Enemy of the State*, *Armageddon* and *The Rock*. Are you aiming for a more movie-like orchestral score for MGS2?
HK: We're definitely going for a real orchestral Hans Zimmer-style soundtrack, and we'll be using lots of digital samples for the music. When you come across situations in the game, the music will change to reflect them. However, unlike in the first game we won't be switching from one track to another. Instead, the game will make changes to the existing track, so it will seem as though an orchestra is sitting there making the changes as you go along.

EGM: How many people are working on Sons of Liberty?
HK: 35. The original MGS team was like 30 people. All of the people from the previous team are on the sequel, though.

EGM: What was your first job as a game designer?
HK: Working for Konami is actually my first job. I started as a game planner and then moved up to director for Metal Gear. Before that I was a student, and I spent a lot of time making 8 millimeter movies and wrote a lot of stories. But I did that stuff as a hobby, not for money.

EGM: You are the vice president of Konami Computer Entertainment Japan, the R&D department of Konami that releases all of the Bemani games, such as DrumMania and Guitar Freaks. Are you a big fan of those types of games?
HK: I do really like them very much, but they are becoming harder and harder and I can't play them as much. My personal favorite, though, is Guitar Freaks.

EGM: What's your favorite part of MGS2 so far?
HK: Well, what I really like about the game is that it's fun to play. It's too bad that all I can show you so far is the video, but I can tell you that when you actually get a controller in hand and play it, I even tell myself that I don't even need a story for the game. It's just really fun to play.











THIS TRADING FLOOR AIN'T ON WALL STREET

And there's not a bear or a bull in sight. Introducing TradeDemon.com, the internet's premiere trading community, where you can trade your "haves" for your "wants". There are no more worries about not finding a one-to-one trade. TradeDemon's technology allows you to find trades among an unlimited number of individuals, so if someone has what you want, we can get it in your hands. So now you can turn "Ice Cube" into "Crystal Waters", "Everything But the Girl" into "Barenaked Ladies" and PlayStation's® "Rat Attack" into "Urban Chaos". So check out the trading floor on TradeDemon and start trading today.



TRADEDEMON.COM

SOFTWARE · GAMES · MUSIC · TEXTBOOKS





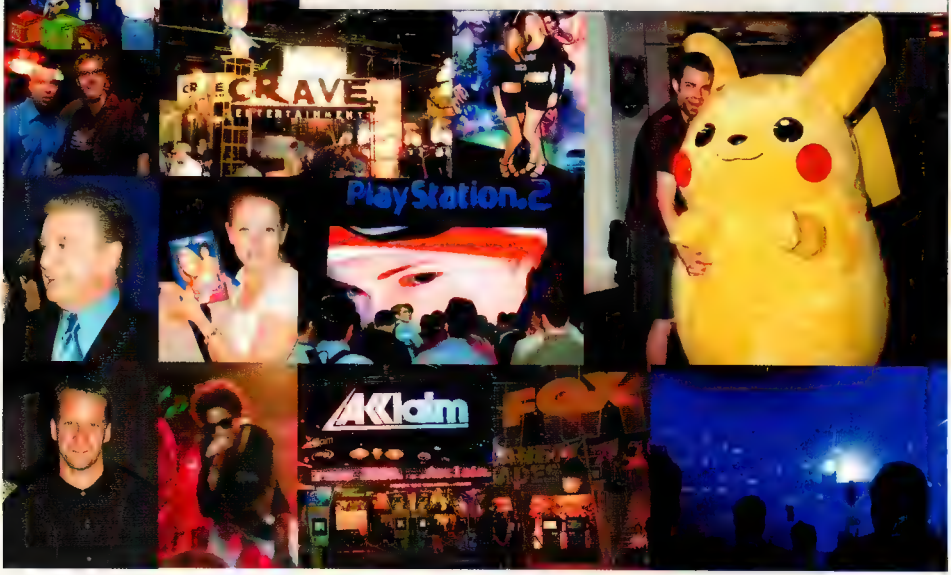
E3 2000: Come Out And Play

Phew! The insanity that was the 2000 Electronic Entertainment Expo is over! Also known as E3, the show is host to all the new games and hardware that will be introduced over the next year in the U.S. This year's show marked the first time Sony showed off the U.S. PS2 hardware, and as such was given major attention by major media outlets, not just the humble gaming press like *EGM*.

Sega and Nintendo knew they had strong competition, and came out swinging with plenty of potential blockbusters, including new games starring Sonic, Mario and all those cuddly Pokémon. Microsoft also proved they were serious about getting into the console market—their X-Box demo blew us away, and was on the lips of many a developer and PR flunkies.

The rest of Press Start this month is dedicated to the sights, sounds and news of the show. Check the top of each page for our picks on the winners (and maybe a few losers) of the show.

Until next year!



San Francisco RUSH 2049

ADRENALINE³

Coming September 2000



RACE



BATTLE



STUNT

Sega Dreamcast.

NINTENDO 64

GAME BOY COLOR

MIDWAY

www.midway.com

EVERYONE

E

Animated Violence


THE SURVIVAL OF HUMANITY
TUROK 3
SHADOW OF OBLIVION
THE RESURRECTION OF TERROR. THE REBIRTH OF WAR. THE RETURN OF TUROK.
RP
Visit www.esrb.org or call 1-800-771-3772 for more info.
NINTENDO 64
Acclaim
www.turok.com

BEGINS WITH ONE NAME

For generations, the title of Turok has been given to only the bravest, strongest and most courageous of warriors. It is an honor like no other bestowed on mortal beings. But with it follows a life of war, hardship and loss. Now, a new generation of warriors, Joseph and Danielle Fireseed, fight to continue the legacy of Turok. And they must face a savage cosmic entity of unspeakable evil, called Oblivion.

They do this for honor. They do this for humanity. Most of all, they do this because they are heroes.

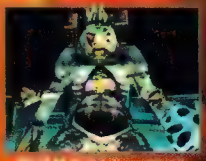
JOIN THE LEGACY.



as either Danielle or Joseph Fireseed, each with unique character skills!









Featured Skaters–Andy Macdonald
Danny Way
Colin Mckay
Rick Howard
Brian Howard
Rob Dyrdek
Josh Kalis
Stevie Williams
Alan Petersen
Keith Hufnagel
Jen O'Brien

MTV Sports: Skateboarding © 2000 Rainbock Corporation. Game and Software exclusively licensed and published by THQ Inc. "MTV Sports" names, trademarks, and logos and all related titles and logos are trademarks of MTV Networks, a division of Viacom International Inc. "MTV: Music Television" and all related titles and logos are trademarks of MTV Networks, a division of Viacom International Inc. MTV Sports exclusively licensed to THQ Inc. Skateboarding Featuring Andy Macdonald, THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All other trademarks and logos are property of their respective owners. All rights reserved.

RP RATING PENDING ESRB

Visit www.esrb.org or call 1-800-771-3772 for more info



MTV SPORTS

SKATEBOARDING

FEATURING ANDY MACDONALD™

Deftones
Cypress Hill
Pennywise
System of a Down
OPM
Snapcase
Goldfinger
Pilfers
No Use for a Name
Flashpoint



PlayStation · WINDOWS 95/98 · GAME BOY COLOR · Sega Dreamcast

You Can't Defy Gravity. But You Can, However, Taunt It A Little.

THQ

www.thq.com

You're looking at the only two bits of information Nintendo released on Game Boy Advance or Dolphin at E3. No Dolphin or Game Boy Advance until next year!





Nintendo Shifts Gears on Adult Games, Prepares Dolphin Launch

If there was one thing unclear about E3 before the show began, it was how Nintendo was going to fare against the likes of Sega and Sony. Nintendo built its console market presence on strong, family-oriented entertainment. But recently, games like Perfect Dark and Conker's Bad Fur Day seem to be changing all that. What's changed at Nintendo? What can we expect from Game Boy Advance and Dolphin? We sat down with George Harrison, Nintendo's Vice President of Marketing and Corporate Communications, to find out.

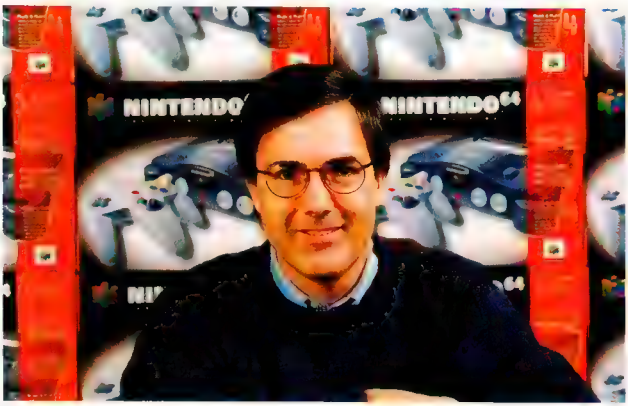
EGM: Ten years ago, Nintendo was anti-violence, anti-adult themes. Now, that has totally changed. What happened?
GH: Well I think our company has been firmly grounded in our character-based games—they've made us very, very successful. The demographics have expanded in the last few years, and that's a competitive tool that Sega used to get a leg up on us back in the 16-Bit games and Sony's always been pretty successful with. We decided that we cannot afford to compete in only half the market—half the market is under 18 and half is over. Our business right now is 60% under 18 and 40% over. We had a long gap between GoldenEye and our next product for older teens and young adults. We felt that we had to get more games in that area. The investment we made in Silicon Knights is for the same reason—to find developers who make products for young adults that will have those products under way and ready for Dolphin when it launches.

EGM: What's the marketing plan going to be like for Conker? Conker's Pocket Tales was mainly aimed at kids whereas Bad Fur Day is aimed at adults...
GH: We'll have to be careful. In the case of Perfect Dark, which is also a mature-rated game, it's more clear what that is. We're going to work real hard to make sure there's no confusion. The last thing we want is for someone to come in during the holidays who's not familiar with video games looking for a gift for somebody else and make a mistake. So we're going to be very clear—certainly the marketing outreach that we do will be heavily targeted toward people 18 and up, like we did with Perfect Dark.

"We had a long gap between GoldenEye and our next product for older teens and young adults. We felt that we had to get more games in that area."

EGM: Do you think there will be a price drop for the N64 in the near future, or is $99 the magical number?
GH: We're not planning a price drop. We typically follow a competitor when they make a price drop. We don't think there's really a need for one when the announced price point for PlayStation2 is $299—we think that's a nice high umbrella, and there would not be that much to gain.

EGM: Is it your intention to release Dolphin before Microsoft's X-Box?
GH: I think our plan right now is to launch it probably in the late first half of next year, and try to schedule Game Boy Advance late in the first quarter of next year so we can get it out before Easter. So we'd Dolphin out by the end of school or the beginning of summer vacation. I don't know that being a couple months in advance of Microsoft will dramatically make much of a difference. It certainly didn't help with Sega Saturn when they launched. In the end, the most important thing is to have killer applications that make people say, 'Wow, I've never seen that before, I need to buy a new hardware system.' The change from 2D side-scrollers for 16-Bit games to the 3D worlds of Mario 64 was that kind of impact. So we've got to do our part to make sure that really exists. One of the things that sort of surprised us is we don't necessarily see that in the PlayStation2 lineup.



Nintendo of America's Vice President of Marketing and Corporate Communications, George Harrison. No, he was not the guitarist for the Beatles. But thanks for asking.

EGM: How important do you think the Pokémon franchise is going to be on Game Boy Advance and Dolphin?
GH: Hard to say yet, but I assume that we have to do something there. It's certainly going to be a huge Pokémon year here in 2000. But what I really don't have a view of yet is what's beyond Gold and Silver. When we started this whole thing back in '98, we had a pretty good view. We knew what was coming—we knew Red, Blue and Yellow were there, that there was a series of movies, we knew that Gold and Silver were in the works. But we haven't heard much about what's after Gold and Silver. But I think when we talk about things like connectivity for Game Boy Advance and for Dolphin, certainly the Pokémon idea fits right into that. Whether it's a transfer pak, or wireless or network-based exchange of data. I wouldn't be surprised if there's something Pokémon early on for Dolphin.

EGM: Last year when Dolphin was first announced, it was said that it would use DVD, but not play DVD movies. That was before Sony announced that PS2 would play movies. Has that position changed at all?
GH: It really hasn't. It comes down to our desire to keep this as close to a mass-market price as possible. We haven't announced a price, but we'd rather be closer to $200 than $299. Adding that extra functionality can drive the price up. We left the door open by saying that part of our agreement with Matsushita is that they could in fact sell a multi-functional

IN SPACE, NO ONE CAN HEAR YOU SCREAM FOR YOUR MOMMY.



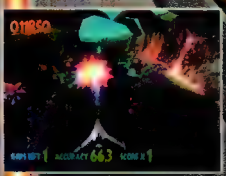
Galaga

Destination EARTH

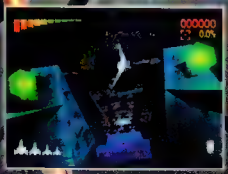


ALL NEW CHALLENGE STAGES!





...ALTITUDES OF ALIEN ENEMIES!



Wave upon wave of pitiless alien attack craft stand between you and an Earth worth living on. This is the all-new GALAGA. There is no diplomacy. No alliances. No sissy strategy. Just a warp-speed plunge into the teeth of a relentless alien armada. It's simple...destroy all spaceships...or run screaming into the cold vacuum of outer space. Consider yourself warned.

EVERYONE E Mild Animated Violence

PlayStation

PC CD ROM

HASBRO Interactive

©2000 Hasbro Interactive, Inc. All Rights Reserved.


TENNIS WITHOUT THE UNCOMFORTABLE
LOCKER ROOM MOMENTS

Virtua Tennis™







Sega Dreamcast

SEGA THINKING

EVERYONE
E


I will not mate outside my species. I will not mate outside my species.
I will not mate outside my species. I will not mate outside my species.
my species. I will not mate outside my species.

Tough as it is, you must resist. Otherwise, you could end up with something like Seaman on your hands. Oh sure, treat him nicely and he's your buddy. Slack off, though, and he becomes just another verbally abusive mutant. Remember that the next time you feel the urge to fiddle with Mother Nature.



SEAMAN ON LOVE:
"Don't make me vomit."

CAUTION
SEAMAN™



SEAMAN ON THE "F" WORD:
"I'm too polite to use that word, so I'll just say, 'Bite me, you baboon-faced ass-scratcher.'"



SEAMAN ON HIS ASTROLOGICAL SIGN:
"I need a middle finger to show you."

meetseaman.com

Sega Dreamcast.

IT'S THINKING

Sega is registered in the U.S. Patent and Trademark Office. Sega, Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of Sega of America, Ltd. ©SEGA CORPORATION, LTD., 2000. All Rights Reserved. Seaman is a trademark of Vivarium Inc. ©Vivarium Inc. 2000. All Rights Reserved.



Winner: Sega
Runner-up: Nintendo

Space Channel 5 dancers, Samba de Amigo and network games like Quake III Arena made Sega's booth the biggest free-time trap.

TALKING WITH MIYAMOTO

We had an opportunity to ask well-known Nintendo game designer Shigeru Miyamoto a few burning questions about upcoming games. Last month we reported that Mother 3 (known as Earthbound 64) was rumored to have been cancelled. Miyamoto confirmed that the game is still being made (hurray!). There were also



rumors that the three new Zelda Game Boy Color games (known in the U.S. as the Triforce of Power series) have been made into two, not three, games. "Yes, that's true, it is now two games. Originally there were three titles, but it was one series story-wise," he told us. "We decided to adapt a so-called link system so that the three titles are linked together. But we wouldn't be able to tell who'd start the game at what point: one-two-three, or two-three-one, or two-one-three or whatever. So as we incorporated this possibility, the scenarios started getting bigger and bigger and in the end two titles made more sense to us in terms of the story. We have just put the story of three games into two games." Now you know.

POKÉPRESS CONFERENCE

One day prior to E3, Nintendo hosted a Pokémon Press Conference for kids from L.A.-area school Calvert Elementary. The kids got a chance to ask Pokémon's creators a few questions, but the real highlight was the unveiling of new Gold and Silver Pokémon: Ho-Oh, Lugia, Chikorita, Cyndaquil and Totodile.



George Harrison Interview, Continued...

player at a higher price point under the Panasonic brand. There's a possibility, and I don't know what their plans are. But they would roll it out as being also a movie player.



EGM: Sony said they are no longer going to be considered a gamer maker, but they're going to change entertainment. How does that jive with Nintendo's thinking?
GH: Sounds like something Trip Hawkins would say—the ghost of Christmas past. He was talking about his 3DO machine and how it was going to do Photo CDs and all sorts of things. I think our philosophy is to try to figure out what consumers want and not build on extra features and benefits that they might not necessarily really want or would be willing to pay for. It's the same reason you don't start out by including keyboards and other kinds of things like that, and we'll have to try to go from there.

EGM: When Nintendo started with the N64, you didn't have a big second-party roster. It was basically just Rare. Now you've collected Silicon Knights, Left Field, Retro...what's the impetus behind that?
GH: Particularly with a third player coming in in the next generation, Microsoft, to go to the third parties and try to say, 'I want your game exclusively for six months,' is going to be increasingly difficult. Microsoft in particular is going to have to go out and spend a lot of money to get some exclusive games on their system. So for us, the impetus really is to try to not only corral some of the best development talent, but to make sure we have enough exclusive software available that we can say, 'This is the reason to buy Dolphin as opposed to another system.' That doesn't mean we aren't going to court the third parties real hard, it just means that we're fairly realistic that we're potentially not going to get exclusive games from EA or other people. We just think the bidding wars may be too high. But we also try to tie up the people we think are really good.

EGM: The market will be hard-pressed to support four platforms. Which do you think will be the first to drop out?
GH: There's probably room for two big players and one small one. I honestly don't think Dreamcast is going to make it much past the holidays. Doesn't mean that they'll go away completely, but I think they'll quickly be relegated to also-ran. And that's driven by developers pulling support. So I think next year is a pretty critical year for the three platforms that are left—Sony, Nintendo and Microsoft—to duke that out. That's why we're so focused on software, because that's really what's going to help us break through.

EGM: What kinds of things have you learned, from a marketing aspect, with the N64 that you're not planning on repeating with Dolphin?
GH: It certainly starts with the portfolio or library of games. We tried early on in TV spots to say, 'Hey, we have a big library, and there'll be 30 games before too long.' I think we've got to start out and create a big portfolio of product and then build it from there. The grassroots certainly helps. We didn't go on the road with Nintendo 64. We did put interactive kiosks into the stores, but word of mouth, grassroots buzz is very important. So I think you may see us, assuming we can get the hardware in advance of the launch, on the road, getting the word out.



Illustration by Mike Reise.

Nintendo Star Cube?

Before Nintendo 64 was released, it had two other names: Project Reality and Ultra 64. Dreamcast was Katana and Black Belt before Sega landed on its final title. No one expects Nintendo's new system to be called Dolphin when it reaches store shelves. Days before E3, evidence surfaced that Nintendo had registered trademarks for a video game system called "Star Cube." Nintendo deftly avoided being pinned down on the name. We're not likely to hear what the name of the new system is until it makes its debut in Japan at Spaceworld in late August.

DON'T LIKE OUR CORPORATE LOGO? THAT'S O.K. YOU HAVE FIVE TO CHOOSE FROM.

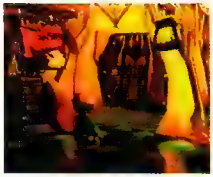




At Customatix, nothing is sacred except your freedom to choose. You pick the style. You pick the logo. You pick the colors. Then we send you the shoes. So, stop letting other people tell you what to put on your feet. And express your individuality ten toes at a time.

CUSTOMATIX.COM / shoes designed by you™ /





E3: GAME OF THE SHOW (PLAYABLE)

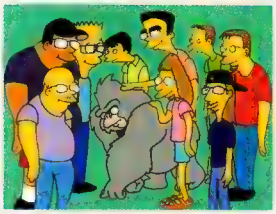
Winner: Conker's Bad Fur Day, N64 (Nintendo)
Runners-up: Jet Grind Radio, DC (Sega) and Madden 2001, PS2 (EA)

Conker pushes the limits of Nintendo's content policies and good taste. But besides that, the demo (in a bar at Nintendo's booth) was a blast to play.

DEVELOPER PROFILE

Big Ape Productions

Location: Novato, California
Web Site: www.bigape.com
of employees: 20



Current project(s): Simpsons Wrestling, PlayStation2 development
Games people on the team have worked on previously: Zombies Ate My Neighbors, Metal Warriors, Episode 1: The Phantom Menace, Outlaws, Jedi Power Battles, Lode Runner 2, Toe Jam and Earl, Star Control, SimCity 2000.
Favorite Simpsons quote: "I didn't do it!"
Most difficult aspect of putting The Simpsons into a video game: Getting the characters to appear like 2D drawings but actually be 3D models.
The idea behind the graphical style of Simpsons Wrestling is: Make it look as much like the show as possible. We are trying to avoid a video game 3D look. It needs to appear like traditional 2D cartoon cel animation.
Will there ever be another Zombies Ate My Neighbors game: We'd love to make one if we could find a publisher who wanted to do it. We've had a prototype for a similar style game up and running. There are screenshots of it on our Web site at bigape.com.
If there was one thing we could change about this industry, it would be: One universal home game machine that everyone made games for. But since I can't get that I'll settle for less than five different ones.
During breaks from late-night programming sessions, we: Play Bomberman.
Story behind our name: When we started we shared office space with "Toe Jam and Earl" and "Toys for Bob." We figured we needed a goofy name or they'd make us leave. One of our friends had a Hawaiian statue of a large ape on his desk, and that's what made us think of "Big Ape."
Favorite catchphrase or slogan: "What's for lunch?"

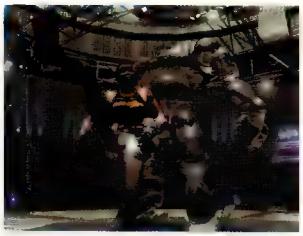
Microsoft Shows Off Its X-Factor

Although X-Box is still well over a year away, Microsoft didn't keep quiet about its new console at E3. The company didn't have as big a booth as Sony, Sega or Nintendo, but Microsoft gave showgoers some first glimpses at its future game technology.

Microsoft intends to not only set the X-Box ahead of the game graphically, but also audibly. The demo we saw showed the X-Box doing on-the-fly transitions between drastically different types of music (such as rock turning into country and so forth) seamlessly as a slider was moved across the screen by the touch of a Sidewinder pad. This sort of technology could be used to add "living" soundtracks to a game, where music smoothly changes according to the action on screen. X-Box development kits are going out to most developers during June and they'll have plenty of time to get working on games for the launch of the console in the fall of 2001.

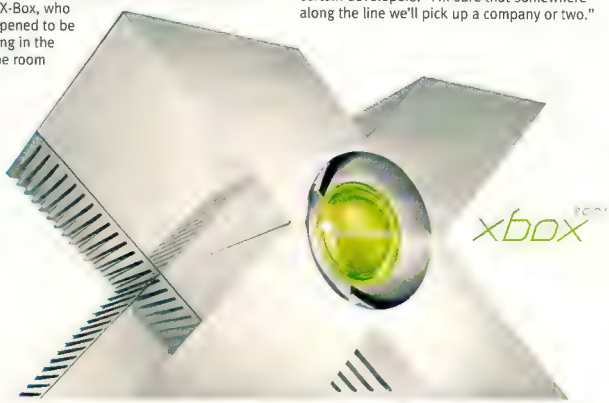
We asked what Microsoft's reaction was to Sony's decision to incorporate a bay for a hard drive. Kevin Bachus, Microsoft's X-Box third-party guru told us, "All that does is validate our decision."

As for what the final version of the X-Box will look like, Bachus couldn't reveal anything yet. However, he used the following terms when describing it: very precise, clean and high-fidelity. We were informed that the metallic-silver casing accented by a green translucent bubble we saw at E3 (below) was merely a mock-up to give the current chipset a presentable look, but should give us a hint at what the finished X-Box might look like. Bachus also pointed out that the designer of the X-Box, who happened to be sitting in the same room with us at the time, spent three years trying to find the exact pair of sunglasses that he'd want to wear. "That's the kind of guy you want designing your console."



Raven kicks it into high gear in this screen grab, taken directly off of X-box hardware.

When we asked about some of the rumors circulating about Microsoft buying certain developers, Bachus was quick to point out that many of them were bogus. He went on record to say that Microsoft has "made no offer to buy Square," contrary to Internet scuttlebutt. Bachus also brought up the point that it would make little financial sense for Microsoft to purchase a large publisher that generates much of its revenue with products on multiple platforms such as PlayStation and Game Boy Color and ask it to focus all of its efforts into one platform, especially considering the X-Box will have a small user base in the beginning. But with that said, he also mentioned that Microsoft has its eye on certain developers. "I'm sure that somewhere along the line we'll pick up a company or two."



This is just a prototype, but pictured above is an actual, working X-Box system that Microsoft demonstrated behind closed doors. Of course, the final system won't look like an "X."

JERU THA DAMAJA™



by Marc Ecko

eckō.complex
mindquarters/media_lab



Winner: Ulala, Space Channel 5 (Sega)
Runner-up: Amigo, Samba de Amigo (Sega)

Sega scores a double win in the Best New Character of E3 category. Slack-jawed gawkers gazed at Ulala's swingin' shenanigans inside Sega's booth for hours at a time.

JET GRIND INTERVIEW

Jet Grindin'

We sat down with Jet Grind Radio team members Masayoshi Kikuchi (Director), Takayuki Kawagoe (Producer), Osamu Sato (Assistant Producer) and Ryuta Ueda (Art Director) at E3 to ask them a few questions about their upcoming Sega game Jet Grind Radio.

EGM: How long has the game been in development?
Jet Grind Radio Team: We started planning the game two years ago, though actual development didn't start until a year ago.

EGM: Are the locations in the game based on real places?
JGRT: They're based on real locations in Tokyo, but they're kind of fake. It's not completely different, but it is from point-to-point.

EGM: What previous games has the team worked on within Sega?
JGRT: One artist designed enemies for Panzer Dragoon and the main programmer for Jet Grind Radio was from Sega Rally 2 on Dreamcast. And are you familiar with the DC game Let's Make A Baseball Team? That was our team.



Sega's rollerblading Dreamcast action game, Jet Grind Radio, in action.

EGM: How do you think the game will do in the U.S.?
JGRT: I think people in the U.S. will accept this game more easily than people in Japan. We thought that Japanese cities were good-looking, but we didn't develop it only for Japan. We think it'll do well in the U.S., probably better than in Japan.

EGM: Since you mentioned Panzer Dragoon: Will there be another Panzer Dragoon game?
JGRT: We have 10 times more passion for Jet Grind Radio than Panzer Dragoon. There are many titles out right now that are similar to Panzer Dragoon, so we'll leave that to those people and try to make new types of games. It's really strange, but there are not many action games in Sega's first-party lineup. Sonic Adventure is the only action title we have.

EGM: Are there any secrets in the game?
JGRT: Yes, there are. You'll be able to design your own graffiti.

EGM: Will Jet Grind Radio become a series of games—will there be a sequel, or will it branch out into other areas?
JGRT: We'll think about it after the Japanese and U.S. versions have been released. The inspiration for the next game will come from getting feedback from people who've played the first one.

EGM: Did you play any other rollerblading or skateboard games to research this game, and do any of you do that in real life?
JGRT: We didn't do any kind of research because our focus was to make an action game. We just happened to use rollerblading to give the player free movement. It's not like other games where you go around performing tricks.

Sega Gets Gamers Online Via Bonuses

One of Sega's big announcements at E3 was that consumers who purchase a Dreamcast between June 4 and Aug. 31, 2000 are eligible for a $50 "connectivity bonus." Effectively, that puts the price of a new DC at $149. All you have to do is sign up for one free month of SegaNet service and register your system online. SegaNet is Sega's own Internet Service Provider (ISP), specifically tailored toward gamers who will be playing online-capable Dreamcast titles like Quake III Arena, NFL 2K1, NBA 2K1, Chu Chu Rocket and others.

And in case you missed our big feature a couple months back, don't forget about the *other* offer Sega has to convince you to get a DC and get online: Sign up for two years of SegaNet at $21.95/month and Sega will send you a check for $200. As you can see from the chart at the right, it certainly doesn't give you a free Dreamcast. But, if SegaNet and Dreamcast will be your primary way of getting on the Internet (most ISPs run about $20/month anyway), it's not such a bad deal. Just know what you're getting into.

The Numbers Game

Dreamcast System	199.99
Connectivity Bonus	-50.00
Total Spent after bonus:	149.99
SegaNet Bonus Check	-200.00
Two Years of SegaNet service @21.95/month	526.80
TOTAL PAID:	$476.79



PRE-ORDER TODAY AT YOUR FAVORITE GAME RETAILER.

THIS SUMMER, WE'LL BRING 400 NEW GAMES TO THE SEGA DREAMCAST.



it's how you play the game.™

www.bleem.com

bleem! is not affiliated with, authorized, endorsed or licensed in any way by Sega Enterprises Ltd., its affiliates or subsidiaries. No affiliation, partnership, joint-venture or relationship of any kind or form exists with any other companies, products or services that may be referenced, and should not be implied or inferred by any reference, or the lack thereof. Sega and Dreamcast are trademarks or registered trademarks of Sega Enterprises, Ltd. bleem! and the "bleem!" logo are registered trademarks of bleem, inc.



E3: BIGGEST SPECTACLE

Winner: Every hour at Konami for MGS2
Runner-up: The new 16-year-old DD-cup Lara Croft at Eidos' booth

Trying to get past Konami's booth when the MGS2 video was playing was nearly impossible. Konami easily created the biggest buzz.

Sega Restructures After Posting Loss

After posting its third annual loss, Sega Enterprises President Shoichirou Irimajiri announced that he would step down, to be replaced by CSK chairman Isao Okawa. "We accepted Irimajiri's request to resign to take responsibility for the losses," Okawa said. "We aim to revive the company by focusing on growing Internet-related services by using Dreamcast." The debut of PlayStation2 in Japan weakened Sega's marketshare somewhat, due to its DVD-playing capability and the timing of its release. When PS2 came out in Japan, the DVD market experienced a huge interest boom.

Additionally, Sega's 10 R&D teams have separated themselves from Sega directly, and have changed their names from numbers to proper monikers. For instance, Sega's R&D 9 was responsible for Space Channel 5. They will now be known as United Game Artists. Sonic Team and AM2 will keep their well-known names. Space Channel 5 Producer Tetsuya Mizuguchi told us, "Having game distribution and production separate is like what happened in the movie industry 20 or 30 years ago. Now we can focus on producing good games."



Sega partied hard at E3, demonstrating that they're ready to take on PS2 this year.

Dreamcast DVD Makes Quiet Appearance at E3

At the very back of Sega's booth sat a display case with mock-ups of future Dreamcast peripherals. Included in the bunch was the oft-rumored, mysterious Dreamcast DVD drive. Sega would say nothing about the device, but there were no controller ports on the drive, proving that it would most likely be an add-on. No price or release date has been announced for the drive.



IMPORT BULLETIN

DC GameShark Plays Imports

Mod chips for the Dreamcast just recently began to be available to gamers as a solution for playing import games. But don't send your DC away to be modded just yet. There's a new way to play Japanese games on your American Dreamcast. Boot up the recently released DC GameShark CDX ($49 MSRP), select "Start Game," and start the game without any codes on. Switch the GS disc with your favorite import game and you're all set to go. Plus, games like Samba de Amigo and Sakura Taisen that have Internet connectivity will use your U.S. Internet settings to connect.



Hail To The King, Baby! Bruce Campbell Returns to Video Games

THQ has renamed its Evil Dead game from Ashes 2 Ashes to Evil Dead: Hail to the King. We caught up with game's wise-cracking square-jawed star to find out what we can expect from Ash this Halloween.

EGM: So what is your and Sam Raimi's involvement in the design of the game?
Bruce Campbell: It's what I know just from working on it for 12 years that these guys might not know—that will be my addition to the game. And then when it comes time to do the script I'll probably get Sam Raimi involved, after these guys have their first whack at it. Because they know what they want; they're writing it based on how the game is designed. These guys have to be allowed to do the game; we can't have our fingers in the pie the whole time. The hardcore Evil Dead fan will not be disappointed. It's just like Evil Dead 4! If you took all the movies and crammed them together, it's just what you'd get. Only it's much more interactive; that's the cool part. In the *Evil Dead* movies you may have wanted to yell something at the screen about how stupid Ash is. Now you can be Ash; now you get to be just as dumb as him.

EGM: What was it like getting back into Ash's character? Was it difficult?
BC: It takes about two seconds. He's just the same idiot you know and love. And once we get the script in shape, it becomes easier for me to go through and see which are non-Ash lines and which are. That's not to suggest that he does something completely different; it will be more like just lines of dialogue. Because there's no lip-sync anyway!

EGM: Have you heard many comments from fans about the game?
BC: The game, unfortunately, only prompts them to say, "When's Evil Dead 4 coming out?" To which I say, "Just buy the game!" It truly will be something that can help satiate that insatiable urge to watch *Evil Dead* movies all in a row over an entire weekend over and over again. Now they can play the one game, all weekend long.

EGM: What's it like seeing yourself in a game like this? Seeing a character you actually played in a series of movies instead of, say, Pitfall Harry?
BC: Way more amusing. It makes me pay attention to the design of the character. It makes it that much more fun. I'm really looking forward to doing this game.



Bruce Campbell: On a PlayStation and Dreamcast near you this Halloween.

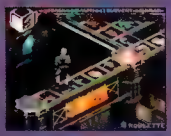


Turns out, you can advance past the black belt.

HEY YOU IN THE BACK: [illegible] can stand you have your mastery of hand-to-hand combat has earned you the right to advance to the Fighter's Arena. Compete against the most skilled fighters in the world for the highest honor the Fighter Destiny 2 title









FIGHTER DESTINY 2

All rights reserved. SouthPeak Interactive and the SouthPeak Interactive logo are trademarks or registered trademarks of SouthPeak Interactive LLC. ® indicates U.S.A. registration. Other brand or product names are the trademarks or registered trademarks of their respective companies. NINTENDO, NINTENDO 64 AND THE "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC. © 1998 NINTENDO OF AMERICA INC. © 1998 Imagineer Co., Ltd. © 1999 OPUS CORP. © 1999 Genki Co., Ltd.

T Animated Violence

NINTENDO 64

imagineer

SouthPeak Interactive • One Research Drive • Cary, NC USA 27513 • tel 919-677-4499 • fax 919-677-3862 • www.southpeak.com



E3: WHAT WERE THEY THINKING?

Winner: Acclaim's five Mary Kate 'n' Ashley games
Runner-up: Simpsons Wrestling, PS (Fox Interactive)

OK, when we saw the first Mary Kate 'n' Ashley Game Boy title we laughed. But *five* more? It's not funny anymore.

Sony To Gamers, "It's the End of Entertainment As We Know It."

We expected Sony's PS2 presence at E3 to be unstoppable—a Sony version of Sega's mind-blowing pre-launch Dreamcast showing just one year earlier. Instead, Sony's presence at E3 was decidedly business as usual. The lack of SCEA first-party titles was due to a majority of those titles being too early to show. Instead of displaying titles that had not been properly tweaked, Sony chose to show only finished or very close to finished games. Will there be PS2 versions of all the 989 Sports titles? Most definitely. As it gets closer to the holidays, we'll begin to see all of these (and then you'll see them in our Previews section).

"PlayStation2...is *not* the future of video game entertainment. PlayStation2 is the future of entertainment, period." - Kaz Hirai, COO, SCEA

The message of Sony's E3 display was also to appeal to the broadest consumer possible—the consumer who is planning on buying a DVD player this holiday season, the gamer, the person who doesn't know what the Internet is but is less frightened by using a box with the Sony brand on it than a personal computer.

As Nintendo focuses on appealing to older audiences, Sony's going for the younger crowd with new PS1 titles. Its titles based on Aladdin and The Emperor's New Groove, in addition to the new Crash and Spyro games, have broadened the company's attention to this market.

Broadband connectivity plays a large role in Sony's plans for PS2. Partnerships for this online presence will be made in the future. As such, the company has decided to build a hard drive bay into the back of the U.S. machine from the get-go. The U.S. PS2 will also not require the use of the memory card to store its DVD player software. This will be the first time the difference between a Japanese and U.S. system is beyond cosmetic.

PlayStation2 is on track for an Oct. 26 launch in the U.S. for a $299.99 suggested retail price (that includes the system, one Dual Shock 2, A/V and power cords. According to Sony, games in every type of genre will be represented at launch, from sports to RPGs.



Ken Kutaragi, "father of the PlayStation," takes the PS2 out for a spin.

Sony Announces PS One, PlayStation2 Hard Drive in Japan

On July 7 in Japan, Sony Computer Entertainment Inc. will introduce PS One (SCPH-100), a smaller version of the standard PlayStation hardware for 15,000 yen (about $140). PS One, which is 1/3 the size of the original PlayStation, will be released in the U.S. and Europe this fall. It does not include a built-in screen—that will be sold separately beginning next spring. A retail price on the color LCD screen has not been determined yet. The PS One will not feature any of the graphic enhancements for PS games the PS2 does.





Sony also plans to introduce a cable this winter that will allow users to connect their PS or PS2 hardware to cell phones. No game-specific applications were mentioned within the announcement.

Also announced was the PlayStation2 Hard Disk Drive for the Japanese market. Scheduled to be released this winter, it has the built-in ability to connect the system to an ethernet network. It attaches to the PS2 via the PCMCIA port on the back of the machine. Sony plans to use the drive to add content to games, such as new tracks in driving games, new levels, etc., and plans to offer other broadband Internet services. No price has been announced for the hard drive.



Pokémon

Your Game Boy Headquarters!

COMING SOON!





Guarantee your copy of Pokémon Gold and Silver for ONLY $5 DOWN per title at EB!

TRADE-IN your old games and SAVE!

FIND OUT MORE ABOUT

- Newest & Hottest Games!
- Large Selection
- Hassle Free Return Policy
- Pre-purchase/Reserve List Program
- Low Price Guarantee
- Knowledgeable Sales Associates
- PC/Video Game Trade-in Program

HOW TO SHOP

Call for a store near you
1-800-800-5166
OVER 570 STORES NATIONWIDE

Shop by phone
1-800-800-0032

electronics boutique®

WHERE THE WORLD SHOPS FOR INTERACTIVE GAMES!


CHALLENGE FATE
20 YEARS HAVE ELAPSED SINCE THE EVENTS OF CHRONO TRIGGER™ NOW A NEW SET OF ADVENTURERS PREPARE FOR A BATTLE THAT WILL SURPASS EVEN SPACE AND TIME



TEEN
T
CONTENT RATED BY ESRB

Animated Violence
Mild Language

© 2000 Square Co., Ltd. All rights reserved. SQUARE SOFT and the SQUARESOFT logos are registered trademarks of Square Co., Ltd. Chrono Trigger and Chrono Cross are trademarks of Square Co., Ltd. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

SQUARESOFT®

www.squaresoft.com

Published by Square Electronic Arts L.L.C.



Q-Mann



E3 Accessory Peripheral

Winner: Dreamcast MP3 VMU
Runner-up: Link Cable for PS2

It was just a mock-up, but the MP3 VMU, complete with headphones, looked sweet!

Quartermann - Game Gossip & Speculation

Fresh from E3, the Q and his gang of spies have more gossip than you could possibly imagine. Some of it was alcohol-fueled, and some we can't even print, but believe me when I tell you that the next six months are going to see some really interesting developments. This month we focus on some of the more immediate issues facing the games industry, but we'll have some really juicy gossip for you as we get closer to PS2 and X-Box launch!

Rumor: Sega is licensing out the rights for its top titles to third-party developers for potential development of the games on other consoles. A number of high-profile industry observers have commented on the possibility, with some going so far as to specify games in development for PS2 (Crazy Taxi and Seaman among them).
Truth: Communications director of Sega of America, Charles Bellfield, gets straight to the point on this one: "Sega has no plans to support any other game console whatsoever, period." Time will tell if this is really the case, or if this is a carefully worded smoke screen.

Rumor: Another Sega rumor that keeps making the rounds—that Sega is planning to quit the hardware business altogether and develop software for all platforms. The rumor was fuelled again recently when Shoichiro Irimajiri stepped down as president of Sega Japan and comments were made about Sega's future.
Truth: Another Bellfield quote puts this one to rest, "I can categorically deny that Sega will exit the hardware market."

Rumor: Gran Turismo 2000 continues to be delayed because of "quality issues."
Truth: The real reason for the delay actually seems to have more to do with Kazunori Yamauchi and his team not knowing when to stop. Our spies have recently discovered that GT2000 is much, much more than just GT2 with cool graphics...it will have even more cars (and some of the pre-release cars will be updated like the TVR Tuscan) and there's the possibility of a four-player split-screen mode. We also hear that full, PS2-optimized versions of both Motor Toon GP and Omega Boost will appear as "bonus" items that can be opened up once you've got all the cars.

Rumor: PlayStation3 development kits are already up and running at Sony's headquarters in Japan.
Truth: Well of course they're working on PS3, but the reason everyone's going nuts is 'cause Sony registered PS3 and PlayStation3 as future trademarks in Japan and even filed a crude sketch of the PS3 logo (just like the PS2 logo with a 3 instead of a 2—natch) with the appropriate authorities in Japan. But don't expect to see anything until at least 2005.

Rumor: The new Tomb Raider game, isn't.
Truth: Er, sorry? Our spies managed to sneak a look at the new Tomb Raider game at E3, and executives from Core Design have made no secret of the fact that they're disgruntled with the way the franchise has been treated by Eidos. A game that is effectively Tomb Raider V will emerge before the end of the year, but the "true" sequel to the original, dubbed "next-gen Tomb Raider" by insiders, could well be a massive departure. The game will feature Lara, but probably not as the only major character. It probably won't even be called Tomb Raider, it may just acknowledge Lara as a starring role (like Indiana Jones). The early demo we saw was extremely impressive (if brief) and shows a definite change in direction from the "staring at Lara's butt" approach we're used to.

-The Q

FFIX Character Gets Name Change



Referred to as Salamander in our Final Fantasy IX feature last month, this character is now known as Amarant.

We know we're gonna get letters, so we thought we'd attempt a preemptive correction. Final Fantasy freaks (you know who you are), take note: Square has changed the name of flaming-haired support character Salamander to Amarant. In case you weren't a rabid fan, FFIX—which mixes the medieval settings of the series' older games with the spectacular visual flair of FFVII and FFVIII—will hit the PlayStation this winter and mark the franchise's last installment for that system.



Cereal Killers

Just when you thought Pokémon couldn't invade your soul any further, Nintendo has teamed up with Kellogg's to release "limited-edition" Pokémon cereal and Pop-Tarts. Both of these tasty treats are part of a balanced breakfast and feature marshmallow and candy versions of the most popular Pokémon. The Pop-Tarts begin to disappear from store shelves in July, and the cereal will be gone by the end of the year (do I smell a Gold and Silver edition?), so if you plan on catching them all, you better act fast.

Japan Top 10

1	Legend of Zelda: Majora's Mask Nintendo	N64
2	Breath of Fire IV Capcom	PS
3	Kirby's Dreamland 64 Nintendo	N64
4	Jikkyo Powerful Pro Baseball 2000 Konami	PS
5	FEVER2 SANKYO Pachinko Simulation ICS	PS
6	Tekken Tag Tournament Namco	PS2
7	Evergrace From Software	PS2
8	Space Battleship Yamato Bandai	PS
9	Power Prokun Pocket Konami	GBC
10	Pocket Monsters Gold/Silver Nintendo	GBC

Weekly Famitsu, week ending 5/14/2000

MIDWAY
www.midway.com

WHY JUST WATCH THE HIGHLIGHTS WHEN YOU CAN LIVE THEM?



HITTING STORES THIS SEPTEMBER.
NO REFS. NO RULES. NO MERCY.

RP
Visit www.esrb.org or call 1-800-771-3772 for more info

Sega Dreamcast
GAME BOY COLOR
NINTENDO 64
PlayStation

NFL Blitz 2001 ©2000 Midway Amusement Games, LLC. All rights reserved. MIDWAY and the MIDWAY LOGO are trademarks of Midway Amusement Games, LLC. ©2000 NFLP. Team names and logos are trademarks of the teams indicated. The NFL Shield, Super Bowl and the Shield are trademarks of the National Football League. Officially Licensed Product of Players Inc. The Players Inc. logo is a registered trademark of the NFL Players. www.nflplayers.com ©2000 Players Inc. Used by permission. Distributed under license by Midway Home Entertainment Inc. Nintendo, Nintendo 64 and the "N" logo are trademarks of Nintendo of America Inc. ©1996 Nintendo of America Inc. Game Boy and Game Boy Color are trademarks of Nintendo of America Inc. Licensed by Nintendo. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises Ltd.

The Top 20 Best-Selling Games of April, 2000

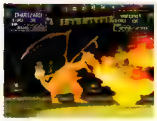
1 - Pokémon Trading Card



Although the public can't get enough of this one, the *EGM* staff was split. The art guys—who already love the "real" card game—took to it like a Psyduck to water, but it wasn't enough for us "normal" people to really get into.

LAST MONTH	NEW
8.5 Cyril	4.5 Chris
9.0 Jim	

2 - Pokémon Stadium



Nintendo took its sweet time translating this one from Japan, but judging by the sales numbers it was time well spent. PokéSta (as true Pokéfreaks like to call it) is selling like hotcakes by itself and in the special N64 bundle.

LAST MONTH	NEW
7.5 Chris	6.5 Che
5.5 Crispin	6.5 Dean

3 - Pokémon Yellow



OK, it may look like the Shellder in this screen is doomed—but no, wait! Just after this pic was taken it made an incredible comeback, taking out Mewtwo with one Clamp attack. Officials suspect Don King and are investigating.

LAST MONTH	1
8.0 Chris	6.0 Crispin
8.0 Che	6.0 Shoe

4 - WWF SmackDown!



It's nice to know you people listen to us once in a while. WWF fans can smell what **THQ** is cookin' and have bought this game in mass quantities. It must be all those *EGM* readers who want their very own E-Sak.

LAST MONTH	NEW
9.0 Che	8.5 Crispin
9.0 John	8.5 Chris

5 - Tony Hawk's Pro Skater



N64 owners have spoken: **Activision's** Tony Hawk's Pro Skater rocks. With all of its kick-ass levels, multitude of tricks and intuitive control, it's no wonder it's selling like hotcakes. Let's hope the sequel comes to the N64.

LAST MONTH	6
9.0 Shawn	9.0 Che
7.0 Chris	8.5 Dean

		LAST MONTH
6	Syphon Filter 2 989 Studios	4
7	SW Ep. 1: Jedi Power Battles LucasArts	NEW
8	Pokémon Blue Nintendo	5
9	Pokémon Red Nintendo	6
10	Resident Evil Code: Veronica Capcom	10
11	Tony Hawk's Pro Skater Activision	9
12	Syphon Filter SCEA	18
13	Triple Play 2001 Electronic Arts	17
14	MLB 2001 989 Studios	NEW
15	Tony Hawk's Pro Skater Activision	NEW
16	Super Mario Bros. Deluxe Nintendo	19
17	Pokémon Pinball Nintendo	11
18	Gran Turismo 2 SCEA	8
19	Mario Party 2 Nintendo	7
20	Army Men 3D 3DO	---

Source: NPD TRSTS Video Games Service. Call Mary Ann Porreca at (516) 625-2345 for questions regarding this list. Top 5 game descriptions written by the *EGM* staff.

Peripherally Speaking

Which add-on peripherals do you think are most important for next-generation consoles such as PS2 and Dolphin to have?

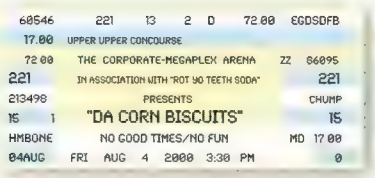
Source. Videogames.com poll, 4/24/2000



Illustration by Raul Ferrer at jivestudios

What can you get for under $10?

a)



b)



c)



d) "A great new game for the PlayStation® game console..."

$9.99 YOU GOT GAME $9.99

SPEC OPS: Stealth Patrol

THE ENEMY IS EXPECTING YOU TOMORROW...YOU'RE ALREADY THERE!



April 2000



- Choose **stealth** or all-out frontal **assault** as you lead your team of Rangers into combat against **ultra-powerful** terrorist units.
- **Fight** against time and huge **enemy forces** in global **terrorist hotspots.**
- An **arsenal** to choose from including **night-vision** goggles, **sniper** rifles, machine guns, **tripwire** mines, grenades, shotguns, and more.
- **Two player** split-screen battle mode.
- Lead your team with **guns blazing** or silently under the **cover of darkness** across landscapes of thick jungle, barren desert, arctic tundra and dense forest.

ACTION BASS

SIZE MATTERS



May 2000



- Tournament-style Challenge Mode, **free-wheeling** Free Mode, and an Extra bonus Mode is available.
- **Lure Action** Gauge (lure movement status meter) allowing the player to monitor **lure movement** easily.
- Enjoy watching fish (up to five heaviest) you brought back in the **Aquarium Mode.**
- Five diverse lures are available at the beginning, covering a **wide range** of water conditions and lure **movements.** More lures will be available as the player **gains experience.**
- Wide variety of **"lure action"** possible to **attract bass,** with some lures requiring retrieving or rod **movements** only while others requiring **skillful** combination of the two.

$9.99 YOU GOT GAME $9.99

WWW.TAKE2GAMES.COM

$9.99 YOU GOT GAME $9.99

MARTIAN GOTHIC

EXPLORE THE DARKSIDE OF THE PLANET.

Year 2018. On Vita 1, a base constructed on the face of Mars, man searches for evidence of bacterial life beneath the frozen surface. During the excavation, a giant sarcophagus opens into a vast and ancient necropolis. Soon after, all communication with Mars ends. Reason for breakdown of transmission: unknown. Fate of Vita 1 base: unknown.





Through the complex, layered plot **follow** three investigators sent by Earth Control to **assess** the situation on Vita 1. Dozens of **treacherous** subterranean city caverns to **explore.** **Non-linear** puzzle structures **challenge** you at every turn. Strange and **violent creatures stalk** you constantly as you **seek answers** to the disappearance of Vita 1's staff and the **mystery** of the ancient Martian **necropolis.**

May 2000

GRUDGE WARRIORS

THERE IS NO SUCH THING AS FRIENDLY FIRE.





23 mission battle **arenas.**
11 ruthless and unique **gangs** + the Final Boss to compete against in battle.
Each level is loaded with **secret areas,** hidden **power-ups** and dozens of non-gang opponents like **attack droids** and robotic gun turrets.
Head-to-head 2 player split screen **combat.**
Dozens of power-ups including **invulnerability,** invisibility, **double damage,** guided missile jammers, nitro boosts…
An arsenal of **destructive** weaponry including **shield-draining** bombs, energy **mega-bolts,** corrosive gas bombs and mini-thermonuclear **warheads.**

April 2000

* Suggested Retail Price=$9.99.

©2000 Take-Two Interactive. All rights reserved. Take-Two Interactive Software, Inc. and the Take-Two logo are registered trademarks of Take 2 Interactive Software, Inc. Spec Ops & Zombie are trademarks of Zombie Software Incorporated. Grudge Warriors is a trademark of Take 2 Interactive Software and Telstar Electronic Studios Ltd. Martian Gothic is a trademark of Creative Reality, Ltd. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icons are trademarks of the Interactive Digital Software Association.



$9.99 YOU GOT GAME $9.99

WWW.TAKE2GAMES.COM

Compiled By Chris Johnston chris_johnston@zd.com
& Jennifer Whitesides

PRESS START

Coming Soon - August 2000

July

Game Boy Color

Austin Powers 2 - Take 2	Racing
Barbie Fashion Pack - Mattel	Misc.
Carnivale - Vatical	Action
KISS: Psycho Circus - Take 2	Action
Lemmings Revolution - Take 2	Puzzle
Magical Drop - Electro Source	Puzzle
MTV Sports: Skateboarding - THQ	Sports
Perfect Dark - Rare	Action
Pocket Racers - Interplay	Racing
Pokémon Attack - Nintendo	Puzzle
Power Rangers Lightspeed Rescue - THQ	Action
Pro Pool - Codemasters	Sports
Puzzle Collection - Electro Source	Puzzle
Ronaldo V-Soccer - Infogrames	Sports
Test Drive Cycles - Infogrames	Racing
Titus the Fox - Interplay	Action
Warlocked - Nintendo	Strategy
Xena - Titus	Action
X-Men: Mutant Academy - Activision	Action

PlayStation

Action Bass - Take 2	Sports
Countdown Vampires - Bandai	Action
Danger Girl - THQ	Action
Darkstone - Take 2 Interactive	Adventure
Duke Nukem: Planet of the Babes - GT Interactive	Action
Harvest Moon - Natsume	Action
Hogs of War - Infogrames	Strategy
Jeremy McGrath 2000 - Acclaim	Racing
Martian Gothic - Take 2	Adventure
Peter Jacobson Gold Tee Golf - Infogrames	Sports
Rampage Through Time - Midway	Action
Speedball 2100 - Empire	Sports
Threads of Fate - Square EA	Action/RPG
X-Men: Mutant Academy - Activision	Action

Nintendo 64

Banjo-Tooie - Nintendo	Action
Blues Brothers 2000 - Titus	Action
Super Bowling - Tommo	Sports

Dreamcast

Demolition Racer - Infogrames	Racing
Disney World Magical Racing Tour - Eidos	Racing
Evolution 2 - Ubi Soft	RPG
Giga Wing - Tommo	Shooting
Hidden and Dangerous - Take 2	Action
Jeremy McGrath Supercross 2000 - Acclaim	Racing
King of Fighters 99 - SNK	Fighting
Marvel vs Capcom 2 - Capcom	Fighting
Metropolis Street Racer - Sega	Racing
Namco Museum - Namco/Hometek	Misc.
Seaman - Sega	Misc.
Silver - Infogrames	Adventure
Toy Story 2 - Activision	Action
Virtua Tennis - Sega	Sports
World Series Baseball 2K1 - Sega	Sports

August

Game Boy Color

Aladdin - Ubi Soft	Action
Bowling - Vatical Entertainment	Sports
Carmageddon 2 - Interplay	Action
Championship Motocross 2K1 - THQ	Racing
Donkey Kong Country - Nintendo	Action
Dragon Warrior I & II - Enix	RPG
Gauntlet Legends - Midway	Action
Jack Nicklaus Golf - Vatical Entertainment	Sports
Jimmy White's Cue Ball - Vatical Entertainment	Sports
Mr. Driller - Namco/Hometek	Puzzle
Scooby Doo Classic Capers - THQ	Action
Seadoo Hydrocross 2001 - Vatical Entertainment	Racing
Spider-Man - Activision	Action
Sydney 2000 - Eidos	Sports
TOCA: Touring Car Championship - South Peak	Racing
Turok 3: Shadows of Oblivion - Acclaim	Action

PlayStation

Aladdin in Nasira's Revenge - SCEA	Action
Alien Resurrection - Fox Interactive	Shooter
Animorphs - GT Interactive	Action
ATV: Quad Power Racing - Acclaim	Racing
Carmageddon 2 - Interplay	Action
Chrono Cross - Square EA	RPG
ECW: Anarchy Rules - Acclaim	Sports
Kengo: Master of Bushido - Leightweight	Action
LEGO Rock Raiders - LEGO Media	Racing
Lunar 2: Eternal Blue - Working Designs	RPG
Major League Soccer - Konami	Sports
NCAA GameBreaker 2001 - 989 Sports	Sports
Re-Volt 2 - Acclaim	Racing
Rock Raiders - LEGO Media	Action
Rollcage Stage 2 - Midway	Racing
Sno-Cross Champ. Racing - Natsume	Racing
Spider-Man - Activision	Action
Star Trek: Invasion - Activision	Action
Sydney 2000 - Eidos	Sports
Tenchu 2: Birth of the Assassins - Activision	Action
Vanishing Point - Acclaim	Action
Wacky Races - Infogrames	Racing
Winnie Pooh Tiger Honey Hunt - Mattel	Adventure
WTC World Racing Championship - Activision	Racing

Nintendo 64

40 Winks - GT Interactive	Action
Aidyn Chronicles: 1st Mage - THQ	RPG
Madden NFL 2001- EA Sports	Sports
Mia Hamm 64 Soccer - South Peak	Sports
NFL QBC 2001 - Acclaim	Sports
Polaris Sno-Cross 2001 - Vatical Entertainment	Racing
Seadoo Hydrocross 2001 - Vatical	Racing
Turok 3: Shadows of Oblivion - Acclaim	Action
Winnie the Pooh - Mattel	Adventure
X-Men: Mutant Academy - Activision	Action

Dreamcast

Armada II - Metro 3D	Action
Cannon Spike - Capcom	Action
D2 - Sega	Action
Deep Fighter - Ubi Soft	Fighting
Ecco the Dolphin - Sega	Adventure
ECW: Anarchy Rulz - Acclaim	Sports
ESPN Baseball Tonight - Konami	Sports
NFL Quarterback Club 2001 - Acclaim	Sports
Power Stone 2 - Capcom	Fighting
Quake 3 Arena - Sega	Action
Quarterback Club 2001 - Acclaim	Sports
Renegade Racers - Interplay	Racing
Sega GT - Sega	Racing
Snow Cross Champ. Racing - Crave	Racing
Star Wars Jedi Power Battles - LucasArts	Action
Sydney 2000 - Eidos	Sports
Test Drive Off Road 3 - Infogrames	Racing
Tokyo Extreme Racer 2 - Crave	Racing
Vanishing Point - Acclaim	Action

September

Game Boy Color

Animorphs - Ubi Soft	Action
Blaster Master Enemy Below - Sunsoft	Action
Cannon Fodder - Codemasters	Action
Cat Const. Zone 2: Mining 4 Gold - Mattel	Action
Doug: Quailman to the Rescue - Mattel	Action
Dragon Tales - Mattel	Action
F1 Championship 99 - Ubi Soft	Racing
Hercules - Titus	Action
Inspector Gadget - Ubi Soft	Action
Lion King: Simba's Adventure - Activision	Adventure
Micro Machines V3 - THQ	Racing
Mission Bravo - Mattel	Action
NFL Blitz 2001 - Midway	Sports
Racin' Ratz - Mattel	Racing
Rambler - Mattel	Action
Rush 2049 - Midway	Racing
Tom & Jerry - Mattel	Action
T-Rex - Eidos	Action
VR Powerboat - Vatical Entertainment	Racing

PlayStation

Action Man - Hasbro Interactive	Action
Breakout - Hasbro Interactive	Action
Dave Mirra Freestyle BMX - Acclaim	Sports
Dinosaur - Ubi Soft	Action
Dragon Tales: Dragonseek - Mattel	Action
Earthworm Jim - Interplay	Action
F1 Championship 99 - Ubi Soft	Racing
Family Feud 2 - Hasbro Interactive	Misc.
Frogger II - Hasbro Interactive	Action
Galaga - Hasbro Interactive	Shooter
Inspector Gadget - Ubi Soft	Action
Jeopardy! 2 - Hasbro Interactive	Misc.
King of Fighters 99 - SNK	Fighting
Mega Man Legends 2 - Capcom	Action
Micro Maniacs - Codemasters	Racing
Mike Tyson Boxing - Codemasters	Sports
Ms. Pac-Man Maze Madness - Namco/Hometek	Puzzle
NASCAR Racers - Hasbro Interactive	Racing
NFL Blitz 2001 - Midway	Sports
Nickelodeon's Cat Dog - Hasbro Interactive	Action
Panzer General Assault - Mindscape	Action
Polaris Sno-Cross 2000 - Vatical	Racing
Rayman 2 Back to School - Ubi Soft	Action
TONKA Space Station - Hasbro	Action
Tony Hawk's Pro Skater 2 - Activision	Sports
Wheel of Fortune 2 - Hasbro	Misc.

Nintendo 64

Big Mountain - South Peak	Racing
F1 Championship 99 - Ubi Soft	Racing
Intl. Track & Field 2000 - Konami	Sports
Looney Tunes: Taz Express - Infogrames	Action
Mario Tennis - Nintendo	Sports
NFL BLitz 2001 - Midway	Sports
Ogre Battle 64: PoLC - Atlus	Strategy
Pokémon Puzzle League - Nintendo	Puzzle
Rush 2049 - Midway	Racing
Tom & Jerry - Mattel	Action
VR Powerboat - Vatical	Racing

Dreamcast

Aero Wings 2: Air Strike - Crave Entertainment	Action
Arcatera - Ubi Soft	RPG
Dark Angel: Vampire Apocalypse - Metro 3D	Action
Dragon Rider - Ubi Soft	Action
F1 Championship 99 - Ubi Soft	Racing
Greatest Arcade Hits II - Midway	Misc.
Heroes 3 Might & Magic - Ubi Soft	Action
Jet Grind Radio - Sega	Action
Legend of the Blade Masters - Ripcord	Action
Monster Breeder - Tommo	Misc.
NFL 2K1 - Sega	Sports
NFL Blitz 2001 - Midway	Sports
Peacemakers - Ubi Soft	Action
Rush 2049 - Midway	Racing
Starlancer - Crave Entertainment	Action
Stupid Invaders - Ubi Soft	Action
Viva Soccer - Interplay	Sports

October

Game Boy Color

Barbie Pet Rescue - Mattel	Misc.
Batman Racing - Ubi Soft	Racing
Blues Clues - Mattel	Misc.
Brunswick Pro Pool - Vatical	Sports
Cruis'n Exotica - Midway	Racing
MTV Sports: Ultimate BMX - THQ	Racing
Pokémon Gold - Nintendo	RPG
Pokémon Silver - Nintendo	RPG
Rugrats in Paris - THQ	Action

PlayStation

Batman Racing - Ubi Soft	Racing
Buzz Lightyear of Star Command - Activision	Action
Dark Stone - Take 2	RPG
Donald Duck - Ubi Soft	Action
Flintstones Bedrock Bowling - South Peak	Sports
HBO Boxing - Acclaim	Sports
Jungle Book - Ubi Soft	Action
Mary Kate/Ashley Myst Mall - Mattel	Misc.
Muppet Race Mania - Midway	Racing
NASCAR Heat - Hasbro	Racing
Star Wars Demolition - LucasArts	Action
Wild Thornberrs Animal Adv. - Mattel	Adventure
Worms Pinball - Infogrames	Misc.

Nintendo 64

Caesar's Palace - Crave Entertainment	Misc.
Cruis'n Exotica - Midway	Racing
Eternal Darkness - Nintendo	RPG
Power Rangers Lightspeed Rescue - THQ	Action
Rugrats in Paris - THQ	Action
Scooby-Doo Classic Capers - THQ	Action
World League Soccer - South Peak	Sports

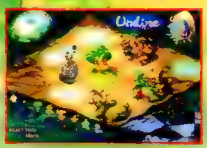
Dreamcast

Austin Powers: Mojo Rally - Take 2	Racing
Buzz Lightyear of Star Command - Activision	Action
Dogs of War - Take 2	Strategy
ESPN NBA Tonight - Konami	Sports
Grand Prix 4 - Hasbro	Racing
Messiah - Interplay	Action
M.O.U.T. 2025 - Ripcord	Action
Ms. Pac-Man Maze Madness - Namco/Hometek	Puzzle
NBA 2K1 - Sega	Sports
POD II - Ubi Soft	Racing
Specs Ops: Mout - Ripcord	Action
Speed Devils 2 - Ubi Soft	Racing
Star Trek: New Worlds - Interplay	Strategy

LEGEND OF MANA™



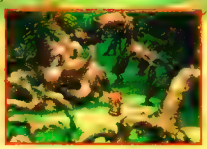
Unlock the secrets within this long-lost place and time



Recreate the world of Fa'Diel with powerful artifacts



Explore and battle in this immense, unique land



Experience a story of incredible depth and flexibility

TEEN T CONTENT RATED BY ESRB
Mild Animated Violence
Suggestive Themes

© 1999, 2000 Square Co., Ltd. All rights reserved. SQUARE SOFT and the SQUARESOFT logos are registered trademarks of Square Co., Ltd. LEGEND OF MANA is a trademark of Square Co., Ltd. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

SQUARESOFT®

www.squaresoft.com

Published by Square Electronic Arts L.L.C.

PlayStation®



ered trademarks of Sony Computer Entertainment America Inc. © 2000 Sony Com ertainment Europe.
ertainment Europe. PlayStation and the PlayStation logos are registered trade of Sony Computer Entertainment Inc.

PASTY COMPLEXION, FUNNY ACCENT, BAD TEETH.

HE'LL FEEL RIGHT AT HOME IN LONDON.

Good looks are nice, but they won't help you defeat an evil maniac hell-bent on conquering the world. Lord Palethorn's sinister spell has unleashed a gang of sadistic villains on Victorian London. It's up to Sir Dan to destroy them with his lethal arsenal – flaming guns, cleaver axes, his own removable arm and more. Between night battles and baffling puzzles, Sir Dan's facing a deadly challenge. He'll need smarts and some helpful friends – a mad professor, a wily ghost and his Egyptian princess girlfriend – to prevail in a world of unspeakable horror. After all, a dead guy can't save the world on bad looks alone.



MEDIEVIL II

A GOTHIC JOURNEY TO DIE FOR.



http://www.geocities.com/suitmonkey

ONE MAN.

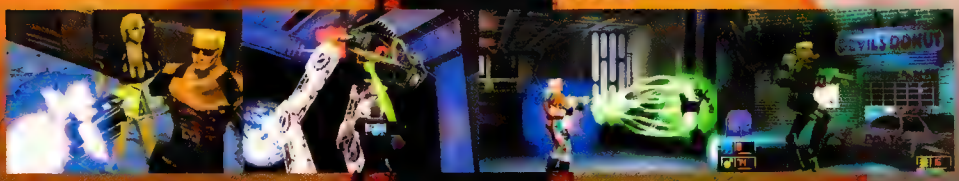
ONE MISSION.

ONE MILLION BABES TO SAVE.

DUKE NUKEM™

PLANET OF THE BABES™

WWW.DUKE-NUKEM.COM



- NEW DUKE NUKEM™ GAME ONLY FOR THE PLAYSTATION® GAME CONSOLE!
- IMMERSIVE 3RD-PERSON SHOOT 'EM-UP ACTION!
- 11 UNIQUE MISSIONS!
- 2-PLAYER
- 10 KICK-ASS WEAPONS, PLUS LOADS OF HIGH-TECH GADGETS!
- FEATURES IN-GAME MUSIC BY STATIC X, COURTESY OF WARNER BROS. RECORDS™
- ONE MILLION BABES, ONE DUKE, A TON OF

PlayStation

3DO REALMS
www.3drealms.com

n SPACE™
www.n-space.com

GT Interactive Software
www.gtgames.com

MATURE
M
CONTENT RATED BY ESRB

Animated Violence
Animated Blood and Gore
Strong Sexual Context

ANARCHY

ECW

ANARCHY RULZ

Rob Van DAM

I will not conform to your rules.

Not in the ring. Not out of it.

The weak obey the law. I break it.

I do not believe in mercy.

I have become victorious by any means necessary.

By folding chair and kendo stick.

By fire and tables.

I believe in creative weaponry.

I AM AN ANARCHIST!

FEATURING AN ALL-NEW PICK-UP-AND-PLAY CONTROL SYSTEM.
THE ONLY WAY TO HANDLE ECW!

• Create Credible! New Jack! • New matches including Table Matches,







Acclaim

www.AnarchyRulz.com
www.ecwwrestling.com

PlayStation

Sega Dreamcast.

TEEN T

CONTENT RATED BY ESRB

Animated Blood
Strong Language
Suggestive Themes

In tHE USA

THE SANdMan

TOMmy DrEAMER

[illegible] and One Minute Silence! • 2-man commentary by Joey Styles & Joel Gertner!







Extreme Championship Wrestling

No rules. No limits. No pity.

Reserved. Developed by Acclaim Studios Salt Lake City. All Rights Reserved. Marketed by Acclaim. Distributed by Acclaim. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Screen shots shown were taken from the PlayStation version of the video game.

Previews

Dreamcast
72 Samba de Amigo
73 Seaman
74 Ultimate Fighting Championship
WWF Royal Rumble
78 NFL 2K1
Quake III Arena
World Series Baseball 2K1
80 Eterna Arcadia
ESPN Baseball Tonight
82 NBA 2K1
Star Wars: Super Bombad Racing
Wacky Races
86 Test Drive V-Rally
Test Drive Le Mans
Silent Scope
D2
87 Black & White
Silver
90 Aerowings 2: Air Strike
Vanishing Point
System Shock 2
Stunt GP
94 The Mummy
POD II
Arcatera: The Dark Brotherhood
Demolition Racer: No Exit
96 Bangai-O
Sydney 2000
Sakura Taisen
97 Super Runabout
Rent a Hero No. 1

Nintendo 64
98-99 Legend of Zelda: Majora's Mask
100 Conker's Bad Fur Day
Dinosaur Planet
102 Banjo-Tooie
Paper Mario
Fighter Destiny 2
104 Indiana Jones and the Infernal Machine
Ogre Battle 64
Hercules
Mickey's Speedway USA
Donald Duck-Quack Attack
106 Rally Challenge 2000
NFL Quarterback Club 2001
Eternal Darkness
Starcraft 64

PlayStation2
108 Evergrace
110 Kengo
Unreal Tournament
Legion, Legend of Excalibur
Gradius III & IV
111 Star Wars: Star Fighter
Timesplitters
112 FIFA Major League Soccer
Fusion GT
Knockout Kings 2001
ESPN International Track & Field
Oddworld: Munch's Oddysee

PlayStation
114 Parasite Eve II
116 Persona 2: Eternal Punishment
Star Trek: Invasion
118 Ms. Pac-Man Maze Madness
Army Men: Air Attack 2
119 Star Wars Demolition
Bust-A-Groove 2
120 The Simpsons Wrestling
World's Scariest Police Chases
121 The Grinch
Jungle Book Rhythm N'Groove
122 Cool Boarders 4
Spyro: Year of the Dragon
NCAA Football 2001
123 Emperor's New Groove
MLS Game Night
124 Valkyrie Profile
Fear Effect: Retro Helix
Disney's Dinosaur
Tornico: The Last Hope

Game Boy Color
126 Legend of Zelda: Mystical Seed of Power
Dragon Warrior I&II
Wacky Races
128 Donkey Kong Country
Crystalis
Harvest Moon GBC 2
130 Test Drive Le Mans
TOCA Touring Car Championship
Legend of the River King 2
Ox Adventure
Return of the Ninja
132 Armada F/X Racers
Animorphs
The New Batman Adventures
Car Lewis Athletics 2000
Inspector Gadget
Mowgli's Adventure

This Month in Previews

This year's E3 show offered up a plethora of new and exciting games for every system currently on the market, and one that will be arriving by the end of the year. The following pages are crammed with all the screenshots and details we could fit into the space we have.

Most agree that the Dreamcast had the strongest show of the "big three." Their booth was overflowing with great new games, including the addictive Samba de Amigo (check it out on page 72). Most of Sega's online lineup was playable in some form as well, and we've got 'em all here too—everything from Quake III to the 2K1 sports games.

Despite the Dolphin no-show (outside of a light show on their booth walls), Nintendo had one of their strongest shows in recent memory. Conker's BFD is real, and it looks grand. (In fact, the entire upcoming N64 lineup is exciting.) Meanwhile, the GBC support is stronger than ever. We've previewed no less than 17 new games for the venerable little handheld in this issue.

Then there's Sony. While the PS2 showing at E3 may not have quite lived up to the hype, there's no question that the PS2 software on the horizon is impressive. Check out the pics of games like Starfighter and Oddworld. And let's not forget Metal Gear Solid 2 (you didn't miss the blow-out in Press Start, did you?!), easily the most awe-inspiring game at the show.

But as exciting as it is to catch a glimpse of the most rare of games, it's nice to be back home and spending some quality time with current favorites like Perfect Dark.



The next Zelda adventure is everything Ocarina of Time was and more! Our huge preview starts on page 98.

WARNING: Previews marked with international symbols may or may not be released in the U.S. They are designed to run on Japanese or European PAL systems. Import at your own risk.

TOP 5 Preview Picks

1.	Legend of Zelda: Majora's Mask	Nintendo 64, November 2000
2.	Conker's Bad Fur Day	Nintendo 64, December 2000
3.	Star Wars: Starfighter	PlayStation2, Winter 2000
4.	Samba de Amigo	Dreamcast, Winter 2000
5.	NFL 2K1	Dreamcast, Fall 2000

Samba de Deathmatch



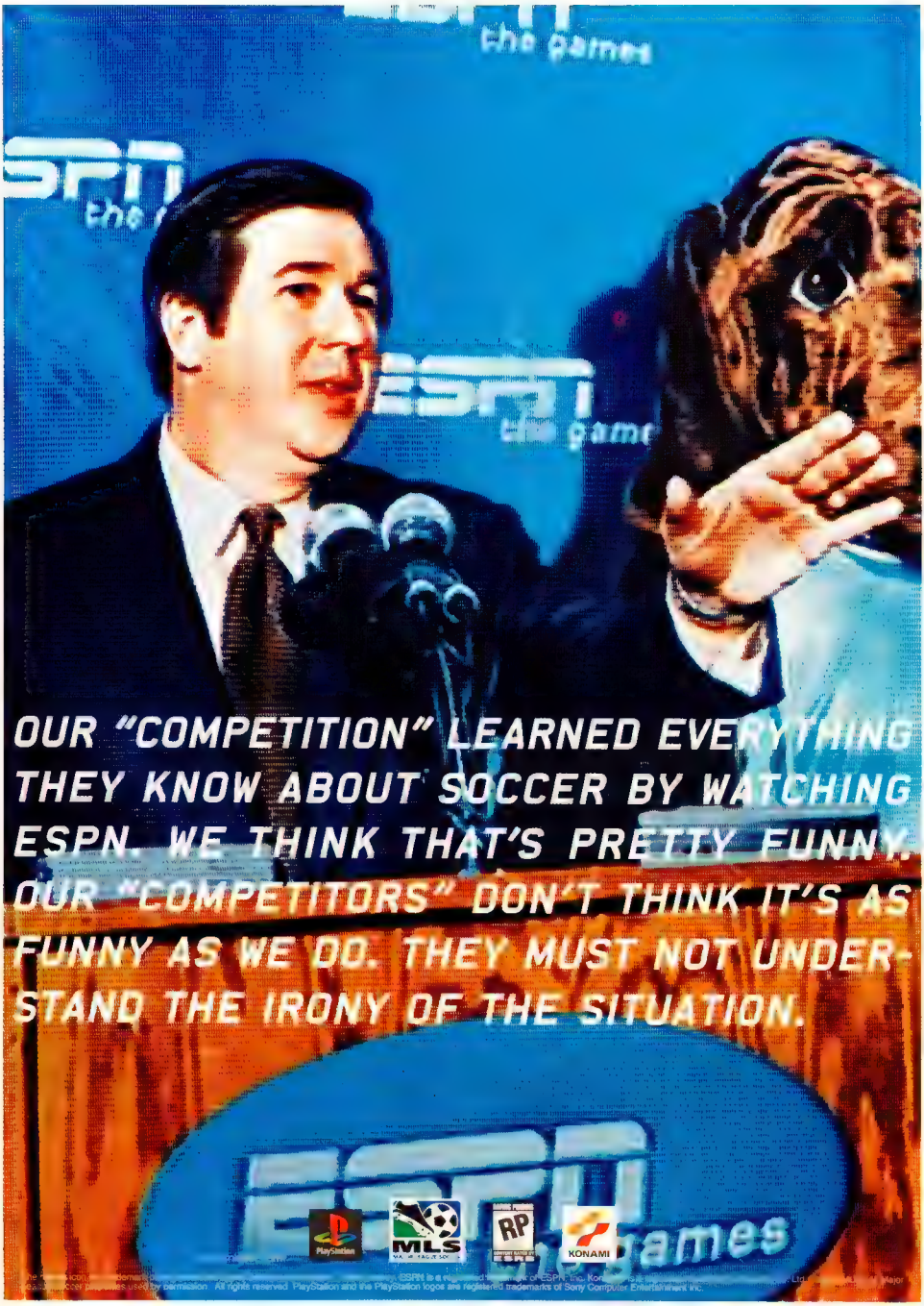
Whenever a new music game hits the office, the competition between *Expert Gamer's* Phil "Ulala" Theobald and our own Chris "CJ" Johnston can get pretty heated. Following a recent victory, Phil was heard mocking Chris: "Pro Tip: You suck!"

Apparently CJ didn't take this too well. We found Phil in the parking lot, knocked stupid, with maraca shards lodged in his skull and...other areas. Upon dragging him back inside for some first aid, we swear we heard CJ giggling to himself. These boys take their music games very seriously.





kohl's® goody's mervyn's california®


the games
ESPN
the game
OUR "COMPETITION" LEARNED EVERYTHING THEY KNOW ABOUT SOCCER BY WATCHING ESPN. WE THINK THAT'S PRETTY FUNNY. OUR "COMPETITORS" DON'T THINK IT'S AS FUNNY AS WE DO. THEY MUST NOT UNDERSTAND THE IRONY OF THE SITUATION.
PlayStation
MLS
RP
KONAMI
games


Johnson
Baker






REPLAY


MLS




INTRODUCING
MLS GAME NIGHT


ESPN
the games




ESPN
the games







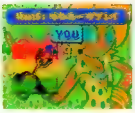

MLS
GAME NIGHT




ESPN
the games


ESPN
the games
espnthegames.com





MINI-GAMES GALORE

Games in the Party Mode include a variation of Whack-A-Mole, a "pose" game, and a Simon Says-type game.

Samba de Amigo

Sega
Sonic Team (Sega)
1-2
Music
100% (Japan)
Now (Japan)/Winter (U.S.)
Arcade
www.sega.com
samba.dricas.ne.jp

Infectious music and the fun of shaking maracas.

Strained muscles and broken limbs from playing for six hours straight.

The faces of enraged OPM editors who put up with the shaking of maracas for six hours.







There's more than just shaking the maracas in time with the blue balls. When groups of red balls appear (left), shake the maracas in the specified direction as fast (and as many times) as possible. When a "pose" comes up (right), you have to point the maracas in the specified directions.

Sonic Team takes the music game where it's never gone before with Samba de Amigo. Like most games in the genre, the concept is simple: Shake the maracas at the high, middle or low position when blue spheres fall into the circled template positions (in time with the music). Also like most music games, it may seem easy, but on the harder difficulties, it becomes near-impossible.

There are several modes of play: Arcade, Original, Challenge and Party. Challenge is perhaps the most difficult: You have to complete a certain task—finish a song perfectly, get above a certain grade or other challenges. Believe us, they get hard really quickly. Party Mode has mini-games like the ones described at the top of the page as well as "Love Love" and "Versus." In the Japanese version you can connect to the Internet and download files which unlock new music, which include tunes from Sonic R, Afterburner, NiGHTS and Rent A Hero No. 1.

The soundtrack features a wide selection of samba tunes—from the "Macarena" to "Soul Bossa Nova" licensed from the original artists. Sega's still deciding what music will be in the U.S. version, but you can bet there'll be some more popular tunes by the time it crosses the Pacific. Also of concern to many is the expense of the maraca controllers—two sets of them plus the game cost you almost $200 in Japan. Sega is trying to find a way to get the game and one set of the maraca controllers packaged together for a decent price tag. Let's hope so!

SHAKE IT UP, BABY

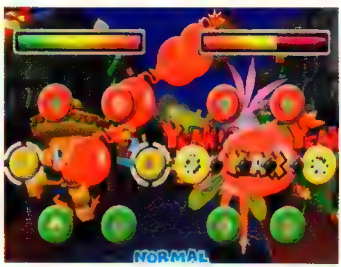
Self Control



Samba's no fun unless you have the maraca controller (7800 yen, about $75), demonstrated here by our very own "CJ" Johnston. The sensors on the floor read the maracas' height.













LIVE BAIT

You're having problems raising your pesky Seaman you say. "Help me" you say. Well, then maybe you'll want to head over to http://www.fishlinkcentral.com/ which should provide you with everything you need to know on how to keep your aquarium correct. Remember: Don't panic!



PREVIEW

Seaman

[redacted]	Sega
[redacted]	Vivarium
[redacted]	1
[redacted]	Simulation
[redacted]	90%
[redacted]	July
[redacted]	www.sega.com

[redacted] Sega had the stones to bring this weird title to the States.

[redacted] The archaeological mythology was left behind in Japan.

[redacted] Seaman, in his various forms, is downright creepy.

If you're not a complete screw-up, and give your Seaman lots of attention and care, he may turn from a teeny wuss (see wuss at right), to a big ole fish-guy.



Seaman is one of the few Dreamcast games that make use of the special microphone accessory.



TIDBITS

Eureka!



In Japan, the legend of Seaman was foisted upon the unsuspecting public via a "journal" written by one Jean Paul Gasse (gassy?). Titled *Le Journal De Jean Paul Gasse*, this book detailed the archaeological exploits of monsieur Gasse and his "groundbreaking work" of discovering the mysterious half-human, half-fish known as Seaman. Purportedly born in October of 1899, Jean Paul compiled a 221-page collection of notes, observations, photos and drawings of the Seaman in an attempt to legitimize his findings. Some people in Japan actually believe that there is a Seaman swimming around in the murky depths due to this clever subterfuge. Will we see this in America? Who knows?

Who would have guessed, almost a year after its release in Japan, that a strange little "virtual-pet" simulation like Seaman: The Forbidden Pet would have sold more copies than heavy-hitters like Shenmue and Biohazard? Not many, but that's exactly what happened. Yes, Seaman, that strange and sassy sea-creature (or, rather, tank-creature) who gave back-talk new meaning to over half a million Japanese gamers, is about ready to wade up to U.S. shores, fins akimbo, and infiltrate the minds of Dreamcast owners everywhere.

In case you missed our import coverage a few months back, Seaman is a monster-raising game of sorts, where you can actually talk to your pets using the DC's microphone attachment. How you treat your strange creature determines what type of Seaman it turns into. If you neglect your pal (the DC's internal clock keeps tabs on how much you play), he'll become surly, and complain about the lack of attention. Keep him fed, warm and happy, and your Seaman will flourish. He might even become one of a few different species of Seaman, including moth and frog-like versions of the disturbing creature.

In a move that both surprised and encouraged gamers and press alike, Sega announced last winter that it would indeed localize Seaman for the U.S. But the announcement also raised a lot of questions (besides the obvious "What the $#%^ is Seaman?"). After all, there was an immense amount of language to be "translated." Many cultural in-jokes would be lost to the American public, and lastly, just how would the conservative American market react to a science-experiment gone wrong? From the evidence on hand, pretty well it seems.

With the vocal duties being handled by Jellyvision, the sick minds behind the hilarious You Don't Know Jack games, Seaman couldn't be in better hands. Some slight additions have even been made to the U.S. version of the game, like a new overhead perspective of the tank...OK, it's pretty worthless in practice, but it's the thought that counts.

Sound freaky? Fun? Both? It's unique, that's for sure. And Japanese gamers sure love it—then again, they love horse racing simulators. We'll just have to wait until July to see if Americans have a taste for Seaman's salty charms.



Seaman is born of the funky shell being displayed to the left. From a snail to the fine specimen below, Seaman is amazing.







A CIVILIZED UFC?

Back in the day, the only things you couldn't do in the UFC was bite someone or poke their eyes out. These days, the following moves are illegal in the UFC:

- Fish hooking
- Throat strikes
- Hair pulling
- Head butting
- Elbow strikes to the back of the head or neck
- Pressure point strikes
- Groin attacks
- Small joint manipulation
- Kicking a downed opponent
- Spitting
- Faking an injury
- Unwillingness to fight
- Throwing an opponent outside the fighting area
- Stalling a fight by holding onto the fence
- Eye-gouging and biting

Ultimate Fighting Championship

We've long suspected there ain't nothin' more fun than watchin' a couple of brawny men beat the living crap out of each other, and the new playable UFC we got from **Crave** proves it. It's far from finished, but we can already tell it's a fighting game with some real technique involved—tons of different disciplines, real UFC fighters and 3,000 total moves. It's being developed by **Anchor Inc.** and will be available in the **fall**.









WWF Royal Rumble

THQ, **Yuke's** and **Sega** are bringing us this arcade-inspired nine-person battle royale. It's got an up-to-date WWF roster and all of the signature entrances, moves and taunts, plus new arenas and topnotch visuals. It's got just about everything a wrestling fan could ever want outside of a big fist full o' Slim Jims. And yes, we do smell what the Rock is cooking...smells kinda sweaty. Look for this one in the **fall**.



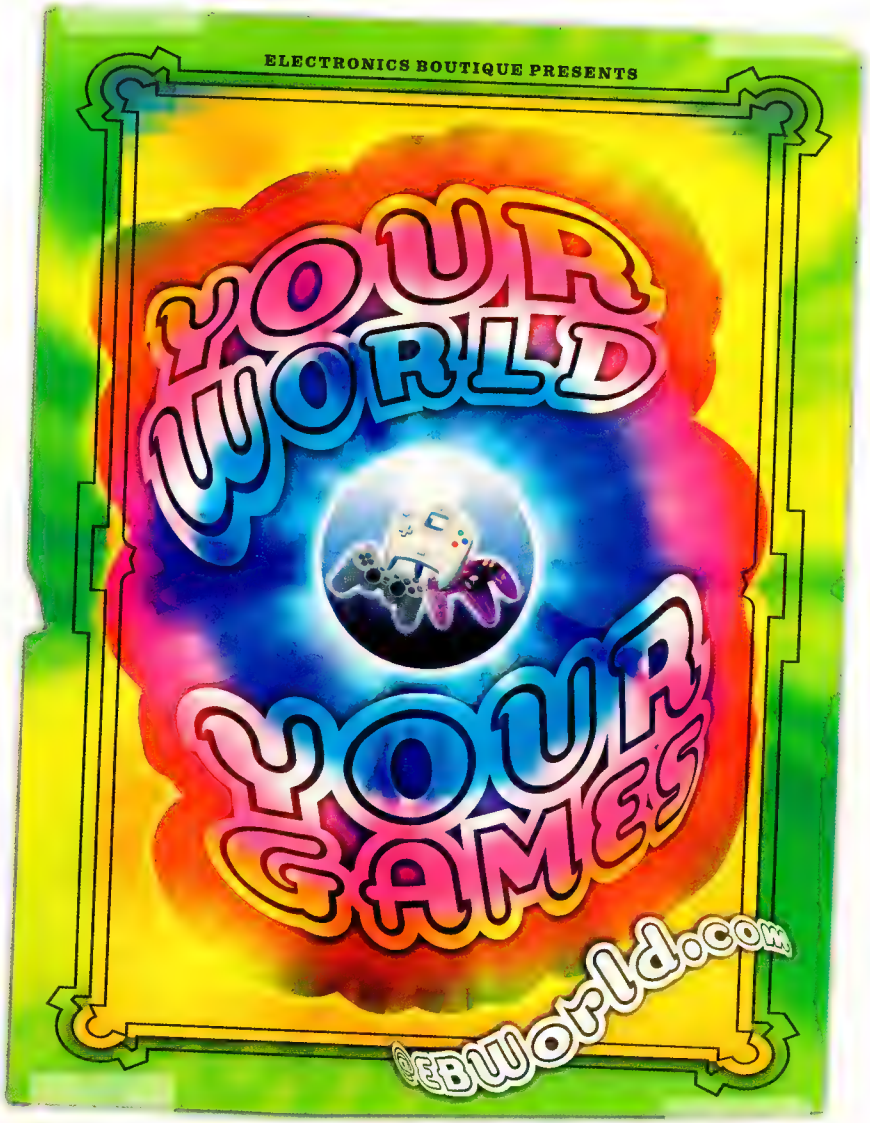







EB
Your Game Boy Headquarters!
Pokémon
Gold and Silver
COMING SOON!
Flip for more details!
EB
electronics boutique


Guarantee Your Copy of
Pokémon
Gold and Silver
TRADE-IN
your old games
and SAVE!
for ONLY $5 DOWN per title at EB!
EB
electronics boutique
Call for a store near you! 1-800-800-5166



SPREAD THE WORD

EBworld.com

WWW.EBWORLD.COM

AOL KEYWORD: EBWORLD



INTERNET PLAY

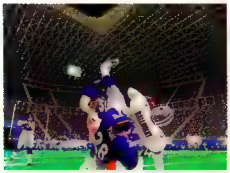
NFL 2K1 will be Internet-ready upon release later this fall. Gamers who use SegaNet will also have access to e-mail, the Internet and a host of other attractions for $21.95 a month (includes Sega ISP).

NFL 2K1

Sega Sports has ramped things up for NFL 2K1. The framerate and passing have been improved, and the whole game runs about 20 percent faster than the original NFL 2K. Most importantly, you can get some real zip on the ball. On the graphics side, they've added polys to the player models, and our biggest gripe with the last edition, the running game, has been revised. Look for this SegaNet-ready title in the **fall**.









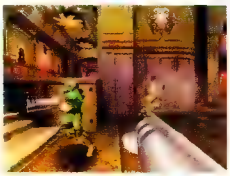


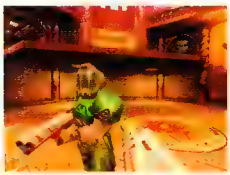


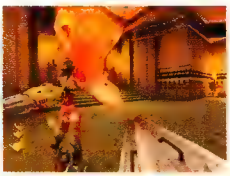
Quake III Arena

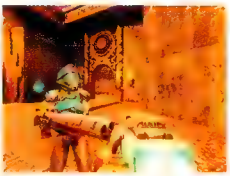
In case you were curious how Quake III was running on the Dreamcast, Sega had an extensive QIII setup at the E3, which amply displayed the DC's modem abilities, pumping a networked game of Quake over eight linked consoles. Control was excellent with little slowdown, and the game played great using Turok-style configurations. We didn't get to sample the DC-to-PC compatibility though. However, the action was fast and furious, with all the levels and graphics making the transition from PC to console practically pixel-perfect.

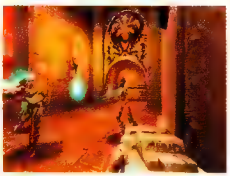
Quake III Arena will release to coincide with the unveiling of Sega's SegaNet network this **September**.









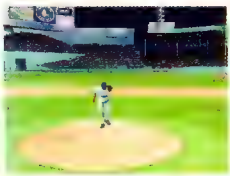


World Series Baseball 2K1

For better or worse **Sega Sports'** WSB 2K1 is nothing like its predecessors. Take for example: the batting interface—you hold, then release the right trigger for the swing. Weird, but it works. The game looks fantastic too, but what we saw at E3 also revealed a few problems, like judging fly balls. Hopefully all the kinks can be worked out before the **July** release date.

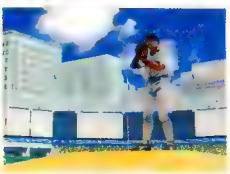














A gothic horror RPG set in the late 19th century.
An Epic tale of murder, mystery and mayhem.
And Koudelka, a troubled yet strong woman, determined to unravel it all.



KOUDELKA

PlayStation

RATING PENDING
RP
CONTENT RATED BY ESRB

SNK.

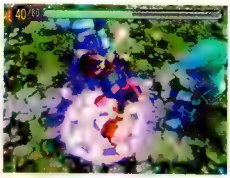
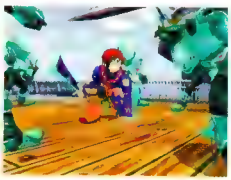
INFOGRAMES

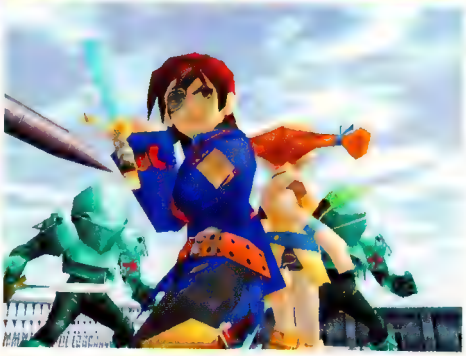
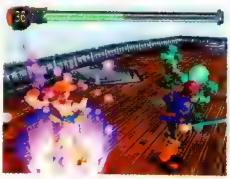
WWW.KOUDELKA-THEGAME.COM

©© 1999 SNK/SACNOTH. ALL RIGHTS RESERVED. DISTRIBUTED UNDER LICENSE BY INFOGRAMES NORTH AMERICA, INC. SNK AND SNK LOGOS ARE EITHER REGISTERED TRADEMARKS OR TRADEMARKS OF SNK CORPORATION OF AMERICA. KOUDELKA AND KOUDELKA LOGOS ARE TRADEMARKS OF SNK CORPORATION. INFOGRAMES IS THE TRADEMARK OF INFOGRAMES NORTH AMERICA, INC. PLAYSTATION AND THE PLAYSTATION LOGOS ARE REGISTERED TRADEMARKS OF SONY COMPUTER ENTERTAINMENT INC. THE RATINGS ICON IS A TRADEMARK OF THE INTERACTIVE DIGITAL SOFTWARE ASSOCIATION.

Eternal Arcadia

Take to the skies in Eternal Arcadia, the new RPG from the makers of the Phantasy Star (but not Phantasy Star Online) series. Go island-hopping with Vyse as he takes on the Sky Pirates. Vyse and his crew have a penchant for pulling the ol' "David and Goliath" whenever they can, and when they bump into larger battleships, it's trouble brewing! Choose from over 80 different sky-ships and select up to 15 assorted crew members to assist in your cause. Enchant your weapons with magic and do battle in the desert, villages, the sky and even space. You'll need to collect moonstones, from six gigantic levels, to buy weapons, spells and fuel for your sky-ship. RPG fanatics won't even have to wait abnormally long for this stellar-looking game as **Sega's** scheduled to ship the title this **September,** just in time for school.

ESPN Baseball Tonight

Born from a partnership between **Konami**, **Disney** and **ESPN**, this **August** release is chock-full of realistic features. Not only does it have a stack of big licenses (ESPN, MLB and MLBPA), it also features all of the pro players and stadiums, a watch-the-game-as-you-play type of feel, commentary by Joe Morgan and Chris Berman, and gameplay tweaked by Barry Bonds himself.









Threads of Fate™

One World

Two Adventures





He transforms into monsters

Play as both characters

She uses powerful magic spells

It's a whole new game

PlayStation

SQUARESOFT

www.squaresoft.com

Published by Square Electronic Arts L.L.C.

© 2000 Square Co., Ltd. All rights reserved. SQUARE SOFT and the SQUARESOFT logos are registered trademarks of Square Co., Ltd. Threads of Fate is a trademark of Square Co., Ltd. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association

EVERYONE

E

CONTENT RATED BY ESRB

Mild Animated Violence

Mild Language

LUCAS FINALLY EMBRACES DVD!

Evidently, all of that high-profile PlayStation2 posturing Sony did with George Lucas paid off. Already, there are two confirmed PlayStation2 Star Wars games in the works. Starfighter is PS2 only, while Super Bombad Racing will also find its way to the platform. Don't be surprised if LucasArts' first-person PC game, Obi-Wan, is next in line. At this rate, Lucas will embrace DVD on the PlayStation2 before he embraces the movie format itself.

NBA 2K1

NBA 2K1 is on the horizon, featuring network play. Rapper Ice-T was showcased playing NBA 2K1 at **Sega's** E3 party, against two other guys playing from San Francisco. The game played as smoothly as if it were a one-player game, showing little to no latency. With updated player graphics, improved AI, even more animations and newly recorded commentary, NBA 2K1 is looking better than ever. Get it this **November.**

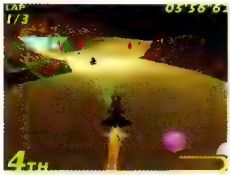


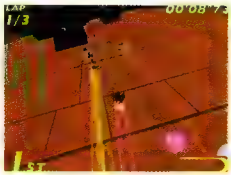





Star Wars: Super Bombad Racing

Kart racing seems to be all the rage this year, and even the folks at **LucasArts** aren't immune. In this Mario Kart-like game, you choose from eight different cartoon versions of Star Wars: Episode I characters such as Jar Jar, Anakin, Boss Nass, Sebulba, and even Darth Maul to race and fight with up to four players at once. You'll have to wait until **spring 2001** to run Jar Jar off the road.

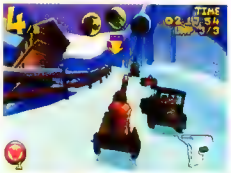


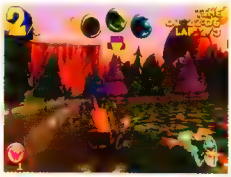


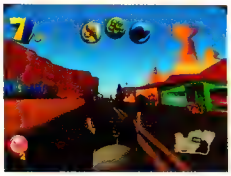


Wacky Races

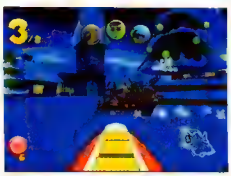
We recently received a playable version of this incredible-looking cartoon kart racer from **Infogrames**, and are happy to say it looks as good in motion as it does in these still screens. In fact, it looks so much like a cartoon it's almost eerie. The cel-shading technique (a la Jet Grind Radio) really works wonders. Problem is, this early rev has slight slowdown in spots. Let's hope the final version, due in **September**, can stay smooth.













NEOGEO POCKET COLOR













GET POCKET POWER!



- 16-bit CPU
- Up to 84 hours of gameplay on two AA batteries (included)
- 4 level color settings
- Size of system fits hand or fun!

For more information visit www.neogeo.com

SNK ENTERTAINMENT, INC.

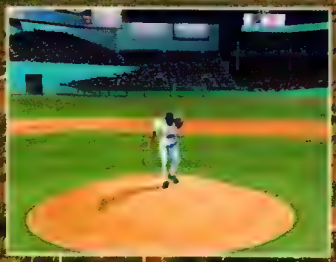
NEOGEO POCKET GET POCKET POWER

The software in this advertisement is rated from Everyone to Teen by the ESRB. SNK, NeoGeo Pocket, and NeoGeo Pocket logos are either registered trademarks or trademarks of SNK CORPORATION OF AMERICA.
© SNK1999,2000, Pac-Man is a trademark of NAMCO LTD., © 1980 1990 NAMCO LTD., Licensed by NAMCO LTD., © Sacnoth 1999,2000, ©SEGA ENTERPRISES, LTD., ©2000 SEGA ENTERPRISES, LTD., ©2000 ADK, SONIC THE HEDGEHOG is manufactured and distributed under license from SEGA ENTERPRISES, LTD. SONIC THE HEDGEHOG is a trademark of SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED.

SEGA SPORTS

WORLD SERIES BASEBALL 2K1

Welcome to the [illegible] season. Enjoy all the detailed player profiles [illegible] and ultra-realistic stat-based game play while you can. Because our [illegible] engine yet has been designed to find your weaknesses, then hammer them mercilessly. And [illegible] going to be a [illegible] season. It [illegible] the rotation.







Sega Dreamcast

IT'S THINKING

RP


SOONER OR LATER,
PEDRO COMES FOR US ALL.

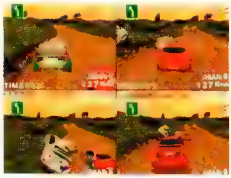


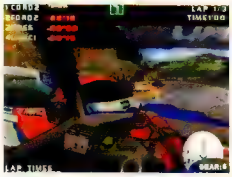
CONTEST!

There are few things as satisfying in a video game than taking a bad guy down with a cleanly executed head-shot. Discover the real thing by clicking on http://www.marinescoutsniper.com/. The collected sniper experience on hand will keep you away from windows for good.

Test Drive V-Rally

Rally fans will remember this as V-Rally 2: Need For Speed on the PlayStation. This **summer** DC owners will get their own version of **Infogrames'** consummate rally game, sans the NFS license. What they won't lose are the more than 25 real-world rally cars, the option to race against up to three friends, or the more than 200 miles of racing surface the game has to offer. Test Drive V-Rally is looking clean and quick.









Test Drive Le Mans

If **Infogrames** can re-create the gameplay of TD Le Mans (PS) with vehicles that look this good, we're all in for a treat. The DC version promises to take it up a notch with additional teams, tracks and race modes. Having witnessed its performance at E3, we can assure you TD Le Mans is very fast—we're talkin' consistent 60 frames-per-second fast. More than 30 real cars, 10 tracks and the famous 24 Hour race are in this **November** release.







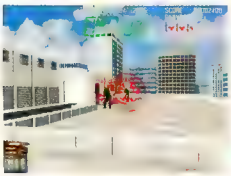


Silent Scope

This does not refer to a really quiet mouthwash. No, Silent Scope is **Konami's** innovative sniper-shooter that debuted in arcades quietly last year and quickly shot to the top of the coin-op revenue charts. Side-stepping tyrannical anti-gun groups by making the targets terrorists, SS loses the special arcade rifle controller, but retains all the graphics and gameplay. Coming to a DC and a PS2 near you this **fall**.









D2

Originally created to run on the 3DO's stillborn M2, **Warp's** art-house game D2 is finally seeing the light of day in **August**. The game has undergone extensive retooling over the years and become an odd combination of computer-generated cinemas and first-person shooting with Tomb Raider elements. Sega had to make a few changes for the U.S. version, like no giant tentacles spewing milky white liquid. It's surprising that the sequel to an FMV adventure looks like this.









The Uses of Silver

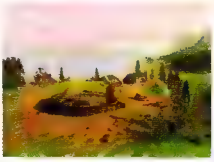
Believe it or not, silver has been used as a medicine and preservative by many cultures throughout history. The Greeks used silver vessels to keep water and other liquids fresh. Pioneers going westward placed silver coins in storage casks to retard the growth of bacteria. The list could go on. Silver rocks!

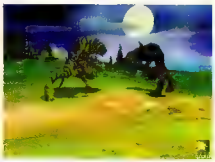
Source: www.c spress.com

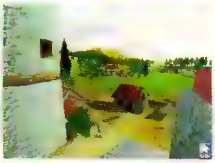
Black & White

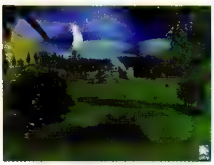
In Black & White, the game takes place in Eden, and you attempt to take your tribe to greater heights than your opponent's clan. Choose from existing tribes modeled after Aztec, Japanese, African, Tibetan, Egyptian and Zulu civilizations. **Sega** picked up the publishing duties for Black & White themselves. The release date is undecided, but **Lionhead** says sometime **this year**.













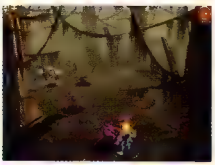


Silver

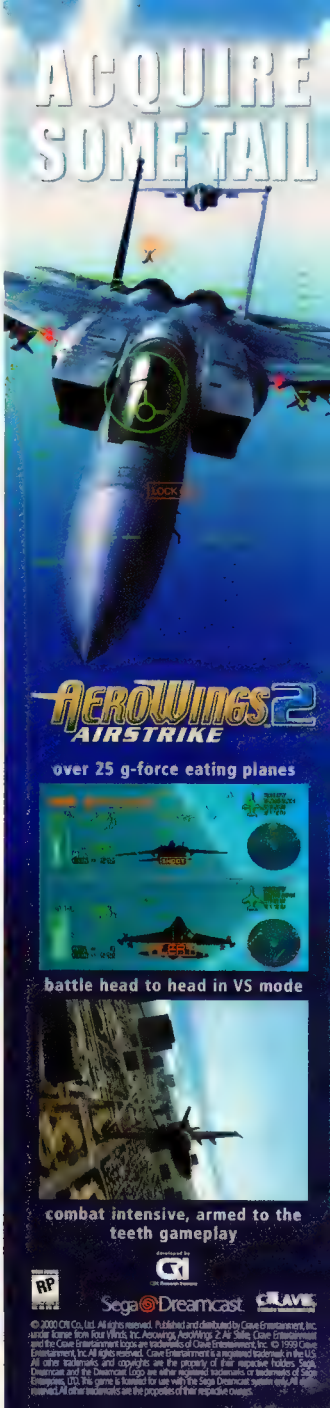
This action-RPG from **Infogrames** was announced way back before the DC launched, but we finally got a playable version this month. Instead of clicking around with a mouse like in the PC version, you now have direct control of your character. It has a medieval theme with beautiful graphics, plenty of battles and above-average voice-overs. It'll be here this **summer**.











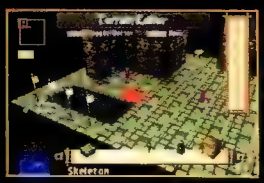
Unseen. Unheard. Unstoppable.



Play as three stealth assassins, Rikimaru, Ayame and Tatsumaru, in 29 day and night missions.



Unleash 21 stealth kill techniques and a variety of ninja weapons and items, including flaming arrows and invisibility.



Create your own missions and save them to a memory card to share and trade -- even over the Internet.

PlayStation

MATURE M Animated Violence Animated Blood and Gore

ACQUIRE

www.activision.com

ACTIVISION

Before the events of **Tenchu**™, you are called on to avenge the betrayal of your ninja lord. For you have been born to a life of honor...a life of stealth.



Scale walls, set traps, search and hide bodies, swim, and breathe underwater using a bamboo reed.

TENCHU 2

BIRTH OF THE STEALTH ASSASSINS™

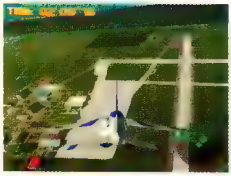
天誅二

Live by Honor. Kill by Stealth.

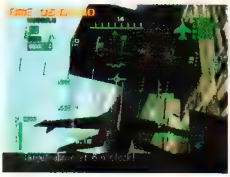
Tenchu 2 © 2000 Sony Music Entertainment (Japan), Inc. Tenchu is a trademark of Sony Music Entertainment (Japan) Inc. Published and distributed under license by Activision, Inc. Activision is a registered trademark of Activision, Inc. All rights reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All rights reserved. This ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks and trade names are properties of their respective owners.

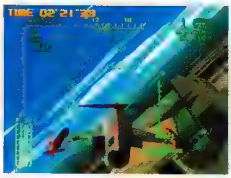
Aerowings 2: Air Strike



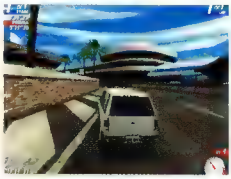


We just got our filthy paws on a playable preview of Aerowings 2 from **Crave**, and have to say it's coming along nicely. It's obviously geared more toward flight nuts than your average Joe, since it has tons of planes and scenarios to choose from and doesn't feel very arcadey. At this point though, it's too early to tell if the game's hardcore enough for those who want total control and complete realism. It's due out in **September**.





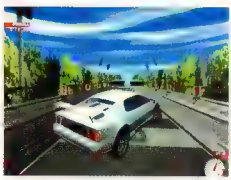
Vanishing Point





Clockwork Games and **Acclaim** are bringing us this one sometime in the **fall**. It features tons of licensed cars from all over the world, incredible-looking levels and a good number of modes—take the Stunt Driver Mode for example. You choose from a series of Crazy Taxi-inspired tricks (long jump, slalom, barrel rolls and more) and go for the most points you can. You can also pump up your cars. The DC needs a driving game like this—totally arcadey with tons of stuff to do.

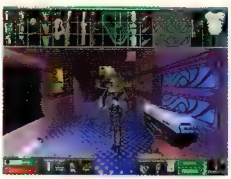


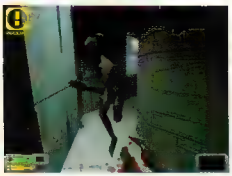


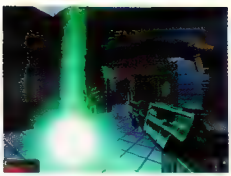
System Shock 2

One of the most critically acclaimed science-fiction games of all time is back, and it's on Dreamcast. Yay! Use psychic powers (or don't, spoil-sport), hack security systems, create, modify and repair weapons. Do it all, hotshot, because this sexy little number is coming your way shortly. A touch of Aliens with a dash of Doom should make **Looking Glass'** classic a standout this **fall**.









Stunt GP





There's a place for serious racing games, and then there's a place for the fun, free-wheeling games such as **Infogrames'** Stunt GP. Here, you can defy gravity and conventional racing wisdom with loop-to-loops, crossover tracks and huge jumps while racing in more than eight colorful (and somewhat eclectic) tracks. Variety shouldn't be a concern as there are 16 different RC cars to choose from and a few different game styles that include a nifty Freestyle Stunt Mode. Charge your RC car batteries to race this **fall**.





WANT A BRAWL? MAKE IT A DOUBLE.



STREET FIGHTER
DOUBLE IMPACT



Street Fighter® fans everywhere get a double-dose of double-trouble with Street Fighter III: Double Impact. This explosive street brawl for the Sega Dreamcast™ contains TWO arcade hits on one disc – Street Fighter III: New Generation and Street Fighter III: Second Impact. Loaded with a new legion of fighters, Street Fighter III: Double Impact is double dynamite!

CAPCOM EDGE

T — TEEN — Animated Violence

CAPCOM
WWW.CAPCOM.COM

Sega Dreamcast.

© CAPCOM CO., LTD. 2000. © CAPCOM U.S.A., INC. 2000. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. STREET FIGHTER is a registered trademark of CAPCOM CO., LTD. STREET FIGHTER III: DOUBLE IMPACT and CAPCOM EDGE are trademarks of CAPCOM CO., LTD. © CAPCOM CO., LTD. 2000. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, LTD. The ratings icon is a trademark of the Interactive Digital Software Association.




EXIT
You'll need skill, endurance and a reliable blowhole.
ecco
THE DOLPHIN
DEFENDER OF THE FUTURE
Sega Dreamcast
IT'S THINKING
Stay away from jellyfish. Remember to come up for air. Don't eat bad fish. Or you could die. Of course, a shark could kill you too. On top of all that, the ocean's in a downward spiral and it's up to you to save it. Tough job, but you'll figure it out. You're the chosen one. The big fish (although you're not a fish). Too bad you can't even count on Greenpeace. The weight of the ocean rests on your dorsal fin.
Animated Blood
E

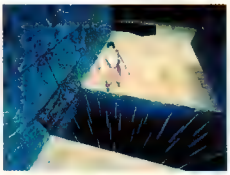
The Mummy

What is it with movies and their really late video game tie-ins? The Mummy's been out almost a year, the sequel's almost in the bag, and now we're seeing the first signs of a game based on the original?

Anyway, hoping to tap into the archaeological instincts of the Tomb Raider acolytes, **Konami** and **Universal** have conspired to bring you this sandy adventure. Featuring a virtual-Brendan Fraser, who is suitably equipped to swat mummies (not zombies!) with torches, shoot bad-guys with guns, and save damsels in distress, Virtua Fraser can also do things like jump over spiky pits of death!

See the sights, breathe the desert air, hear death knocking on your door as you attempt to unravel the mysteries of the Mummy this **October.** Lara Croft better watch out, there's a new game in town!



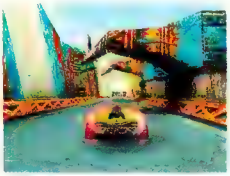


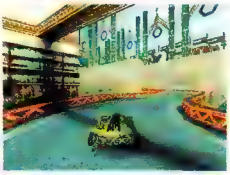


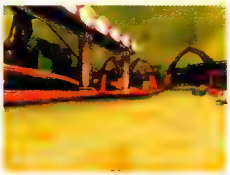
POD II

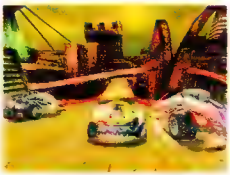
POD was one of **Ubi Soft's** most popular PC games a few years back, and this **September** they're looking for a repeat performance with this Dreamcast sequel.

POD II takes place in a world infected by a virus so powerful it even mutates the player's racing machines. As you pilot one of the eight original vehicles around the 10 all-new tracks, the environment affects the way the car looks and handles. Ubi Soft has also stated that POD II is planned to take advantage of SegaNet.









Arcatera: The Dark Brotherhood

The point-and-click genre rarely fares well on consoles, but that's not stopping **Ubi Soft** from releasing this stylish detective story on the DC this **spring**. The game will feature over 150 characters with voices in six different languages. Ubi Soft hopes the non-linear story line will keep players coming back again and again as they try to solve the mystery of Arcatera either alone or with friends in the four-player multiplay.



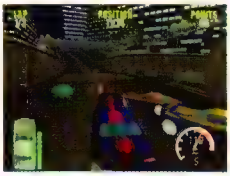


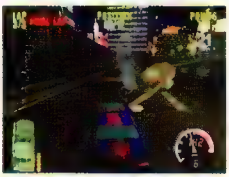




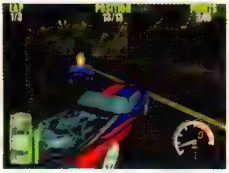
Demolition Racer: No Exit

When we first saw **Infogrames** DR: No Exit, we were concerned it would play too much like Test Drive 6 for the DC (they're from the same developer—**Pitbull Syndicate**). Well, it's similar, but surprisingly fun anyway. Damage is tallied by a point system: Small taps are five points, spinning someone gets you 25, Death-from-Above for a whole lot more. It's clear multiplayer is where all the action is gonna come from in this **June** release.









EVERYONE
E
For informat on on this product's rating please call 1-800-771-3772

TITUS

www.titusgames.com

ROADSTERS for Nintendo 64 and for Game Boy Color © 1999 T-TLS. All rights reserved. Developed by Titus interactive Stud os. Nintendo, Nintendo 64 and the 'N' logo are trademarks of N... inc. © 1996 Nintendo of America inc. Game Boy and Game Boy Color are trademarks of Nintendo of America inc. © 1989, 1998 Nintendo of America Inc. Licensed by Nintendo. ROADSTERS ... PlayStation game console © 2000 T.T.LS. All rights reserved. Developed by Smart Dog. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment inc. ROADS... the Sega Dreamcast ...2000 TITUS. All rights reserved. Developed by Player 1. Sega, Dreamcast and the Dreamcast logo are registered trademarks or trademarks of Sega Enterprises, Ltd. Roadsters, T... the Titus logo are registered trademarks of Titus Software Corp. All other trademarks and logos are the property of their respective owners.

one quick breath of fresh air

30 unique cars/bikes with multiple engine configurations and modifiable parts– four different game styles

10 different tracks with changing weather conditions

www.startitupentitwin.com



available on

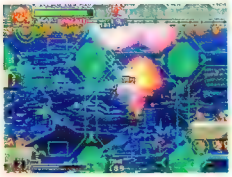
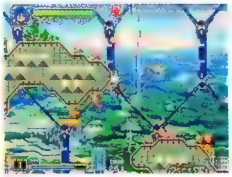
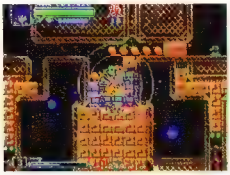
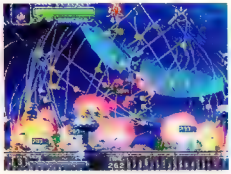
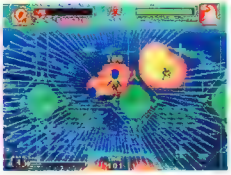
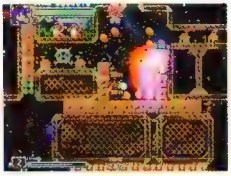
PlayStation · NINTENDO 64 · Sega Dreamcast. · GAME BOY COLOR

ROADSTERS™

blowing road racing wide open

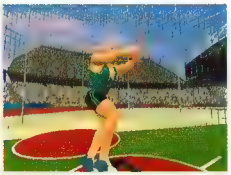
Bangai-O

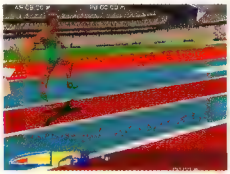
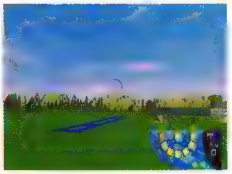
Treasure has finally found a publisher for their over-the-top shooter Bangai-O, and it's **Classified Games**. Bangai-O lets you control either Ricky or Mami in a strictly 2D, missile-launching, fruit-collecting slice of visual mayhem. Ricky has homing missiles, Mami has ricochet shots. Neat! No, release date has been set, but 39 levels of insanity are heading your way **sometime this year**.

Sydney 2000

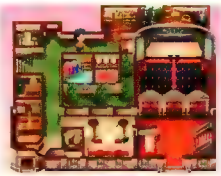
Courtesy of **Eidos** comes this button-masher's delight. Sporting gameplay similar in style to classic games such as Track & Field (Konami is doing an update of this – see preview in PS2 gallery), Sydney 2000 offers 16 different events including Olympic standbys such as weightlifting, hammer throwing, platform diving, and of course, plenty of meter relays. Get ready to try for the gold this **fall**.

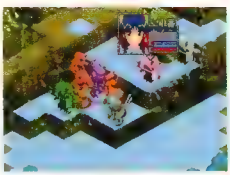
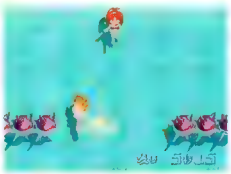




Sakura Taisen

One of **Sega's** most popular Saturn games has just been rereleased in Japan for Dreamcast. Sakura Taisen ("Cherry Blossom Wars") is a mech-based strategy RPG set in Japan around 1912. All the mechs are steam-powered, creating a very "old world" style, with character designs by Kyosuke Fujishima (of *Oh My Goddess* fame). You star as recent military academy graduate Ichirou Oogami, assigned to duty at Teikoku Kagekidan Hanagumi (Imperial Splendor Assault Team). The group disguises itself as an opera troupe between battles and you (as the "man" of the team) try to win the girls' hearts in between battling evil forces. When talking to any of the ladies you're given choices of how to react or respond. Answer correctly and you win points with them. Each girl also has a mini-game of varying difficulty that, when successfully completed, will get you mega-points and usually a lil' something "extra." This is all in addition to fending off evil, strategy RPG-style. The DC version features improved FMV, but is otherwise the same old game.



Super Runabout

At first we were a little turned off by the somewhat sloppy control of this sequel from **Climax**, but soon the sheer insanity of the gameplay won us over. Think Driver with some extra weird mission objectives, like destroying bomb containers, getting various hot dog condiments, or pushing parked limos into the ocean, and you'll start to get the idea. There's **no word on a U.S. release** yet, but stay tuned.





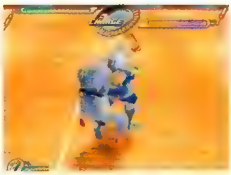



Rent A Hero No. 1

What if you were a superhero? What would you use your powers for? Truth, justice and the American way, or food delivery? In this new remake of an old 16-Bit Mega Drive game from **Sega** out **now in Japan**, the answer is all these things, and more.

You play Taro Yamada (the Japanese equivalent of "John Smith"), a young boy whose life changes forever when a pizza delivery man (yes, you read it right) drops off an unexpected package – a special suit that gives the wearer super-human speed and strength. Since the suit is only on rental and needs expensive batteries to work, you have to take various part-time jobs to earn money. You begin with lowly grunt work like handing out promotional fliers and delivering love letters, but eventually you'll be taking out local thugs and cleaning up the streets.

If it sounds silly, it is. From your dad dressed in a godzilla costume fetish, to the obvious parodies of McDonald's, and even the "Seca Creamcast" machine you use to check your e-mail and choose between jobs, this is one game that never takes itself too seriously.







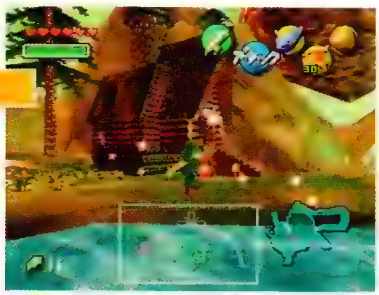


PREVIEW

Legend of Zelda: Majora's Mask

Publisher:	Nintendo
Developer:	Nintendo
Players:	1
Genre:	Action/RPG
% Done:	100%
Release:	Now (Japan) Nov. 20 (U.S.)
Web Address:	www.nintendo.com
The Good:	Play as four different Links, each with special powers.
The Bad:	The clock is always ticking! It never stops!
And The Ugly:	The tripped-out blur effects might have you reaching for the Dramamine.





Some of your actions can have far-reaching effects; removing a snowy curse from this area melts away the frost and opens up new areas.

This handy clock always lets you know what time it is. Here it's 7 a.m. (sun is on the left side of the dial) on the first of the three days in which the game takes place.



Maybe you've already heard some of the ugly rumors circulating about the new N64 Zelda. That it looks just like the last game. That Miyamoto himself had little to do with it. That it's a super-freaky trippy game unlike any of the previous Zeldas.

Well, it's all true. But Nintendo doesn't screw up their franchise titles (Did somebody say Yoshi's Story? Quiet you.), and the last couple weeks we've spent with the import version of Majora's Mask have wiped away any doubt or worry we might have had.

Since it uses a modified Ocarina of Time engine (the RAM pak is now required), you might expect a lot of similarities between Majora's Mask and the last N64 Zelda game, and indeed most of the basics are the same. You still set items up on the three yellow buttons (including familiar ones like Fire arrows, the Lens of Truth, and of course the Ocarina), the Z-trigger to lock on to enemies, and other buttons which cycle between attacking, jumping, talking and other actions as appropriate.

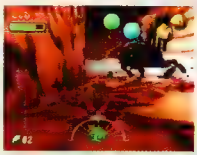
But Majora's Mask has become much more than the side story it was originally planned to be. It may share its foundation with Ocarina of Time, but in practice it's different enough to be considered a true sequel. For one thing, the passage of time is much more significant in MM. The game takes place over three days, which still pass in real time (an hour in the game lasts about 45 seconds in real life). At the end of the three days, a huge moon slams into the ground, destroys the entire world and it's game over. "So," you may be thinking, "the game is only...let's see...24 hours in a day, times three days, times 45 real seconds per hour in the game...only about 55 minutes long before it ends?!" No, no, hold on a minute there, Einstein. There's a way around it—you can use your Ocarina to travel back in time to the

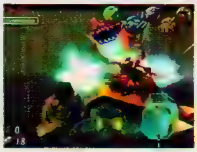


IMPROVEMENT

Bosses Are Back—Look Busy

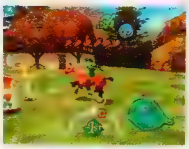
"One big regret I have with Ocarina of Time," says Zelda creator Shigeru Miyamoto, "is that you can't battle the bosses again once you beat them. You could go back to dungeons again for fun, but there's no need or enough attraction to do so." All that's changed in Majora's Mask. Once you complete a dungeon, you can return anytime and warp straight to the boss. In fact, you often have to fight them again to trigger certain events.

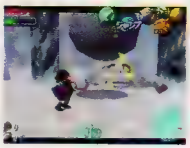




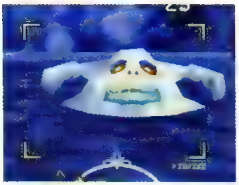
Here's all four of Link's forms—their strengths, weaknesses, and how the dog in town reacts to them:







STRENGTHS: Longest jump of any character, can climb blocks, use items others can't (bow, lens of truth, etc.), ride Epona, wear other masks, powerful sword attacks
WEAKNESSES: none in particular
DOGS: are indifferent to him



HEY, YOU, PIKACHU!

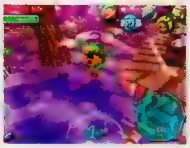
Can't afford both the new Zelda game and Pokémon Snap? No problem! Early on in Majora's Mask you can get a camera that lets you snap shots of whatever you want. Now, remember the Keaton mask from Ocarina of Time? Well it's back—and doesn't it kinda look like a Pikachu? You can pretend the plant monsters are Bulbasaurs, the snowblobs are Grimers—the possibilities are endless!

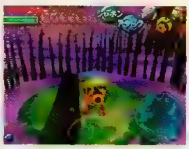


2. DEKU LINK



STRENGTHS: Bubble-blowing ability, can walk on lilypads, skip across water surface, fly using special flower launchers
WEAKNESSES: fire and lava
DOGS: hate him, and will attack him if he gets close.





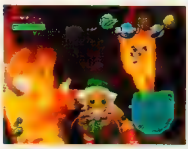
start of the first day as many times as you want. The catch? Most everything you accomplish goes back to the way it was—paths you've cleared, progress you've made in mini-quests, smaller items you've gathered (like bombs, arrows, deku nuts, etc.) all disappear. Only really important equipment you've gathered (bows, masks, bottles) remains. Furthermore, the game has tons of events that only happen and people you can only meet at certain times. So like Bill Murray in the movie *Groundhog Day*, you have to repeat the same days over and over and over again, slowly figuring out when to be where to make progress.

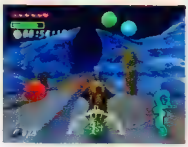
Then there's the masks. Besides the three big masks that turn you into other creatures with entirely new powers (see sidebars), there are also 20 regular masks that lend special abilities (like the bunny hood, which makes you run faster and jump farther). Using and switching between all the masks is an integral part of the game. For example, in a dungeon you might have to turn into Goron Link to push a large block, then turn into Deku Link to skip across poisonous water, then to normal Link to make a long jump, all in one room.

Nintendo has hinted that they may be making significant changes to Majora's Mask for the U.S. release (including fine-tuning the difficulty), but from what we already know, they could leave it just as it is and have another awesome game that lives up to the Zelda name.

3. GORON LINK





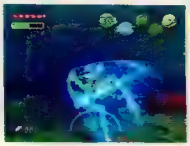


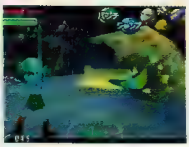
STRENGTHS: Powerful punch can break boulders, roll into a ball, stomp ground, resistant to fire, large man-breasts.
WEAKNESSES: Can't swim or jump, moves and attacks slowly
DOGS: are afraid of him, and will run away if he approaches.

4. ZORA LINK



STRENGTHS: Fast swimmer, walk underwater, boomerang-style special attack, special shield ability
WEAKNESSES: fire and lava
DOGS: love him, and will follow him around.





ALSO IN THE COLLECTION

Link To The Past

Plenty of old friends from Ocarina of Time reappear in Majora's Mask. Of course, since it takes places in a different dimension they are all a bit different and none of them recognize you, but check out some of the familiar faces returning in the new installment.













They're watching you!

DAMN THE RODENTS

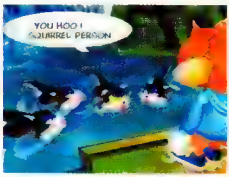
Up for a good dose of disturbing paranoia on the Web? Head to the Anti-Squirrel Coalition (http://web.qx.net/antisquirrel/) and read about how the "Bushytails" are plotting our demise. File this under W for weird.

Conker's Bad Fur Day

It's not a joke! **Rare's** newly edgy, over-the-top, potty-mouthed 3D action game heads to N64 **Dec. 6.** Conker's a squirrel with a hangover after spending a night of drunken debauchery at the Cock & Plucker (and reading back issues of *Beaver* magazine). Memorable scenes include Conker urinating on fire enemies, riding atop a dinosaur biting large chunks out of a caveman's ass, an encounter with paint buckets and pitch forks that don't like squirrels, and a meeting with Gregg, a mini-Grim Reaper (don't laugh). The game includes a variety of multiplayer missions like The Heist—where you and your friends (as weasels, a la Roger Rabbit) rob a bank. This game is definitely for the older set, as there's plenty of *ahem* "dirty" words, blood and sexual innuendo.

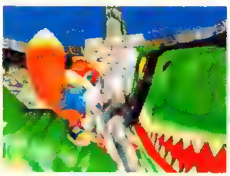






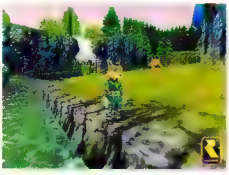


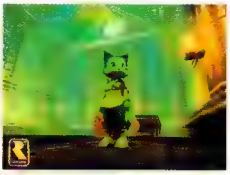


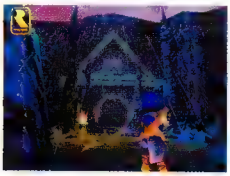


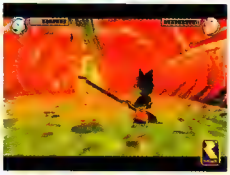
Dinosaur Planet

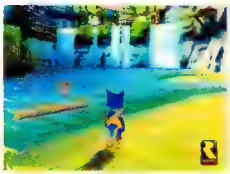
Rare takes its first shot at a true adventure-style game with Dinosaur Planet. Join mammal warriors Krystal and Sabre as they fight to save the planet from an almost invulnerable evil force. Each has a dinosaur sidekick to help him/her in his/her quest. Control is Zelda-style, complete with Z-targeting. The game has no text to read; instead, the team went for a movie-like feel with full dialogue—hours of speech will be crammed into this cart. In the E3 demo, scenes included sneaking out of a prison Solid Snake-style and nabbing a key to set your dino friends free. Among the boss sequences we saw were a Tyrannosaur which corners you in a huge square hallway, and a Panzer Dragoon-esque battle with a huge enemy airship. Dinosaur Planet is scheduled for a **holiday** release.


















REEL FISHING II



The Most Incredible Fishing Experience Ever!

Reel Fishing® II builds on the success of Reel Fishing® by offering all the extraordinary game play features that made it the most popular PlayStation® game console fishing game, while at the same time set new standards by being the deepest and most realistic fishing simulation to date.

- **Incredibly beautiful Full-Motion Video**
- **Over 70 types of fresh and salt water fish**
- **Choose from over 500 pieces of tackle**
- **Four methods of fishing, including Trolling**
- **Compatible with licensed PlayStation® fishing peripherals**

PlayStation

Serious Fun™

NATSUME®

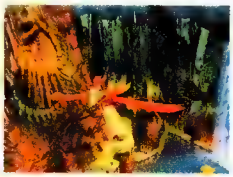
EVERYONE E

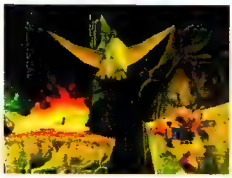
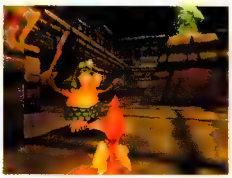


PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Natsume is a registered Trademark of Natsume Inc. Serious Fun is a Trademark of Natsume Inc. Reel Fishing is a registered Trademark of Natsume Inc. 2000 Natsume Inc. All rights reserved. 2000 Victor Interactive Software.

Banjo-Tooie

Rare hinted at the existence of Banjo-Tooie in the ending of the first game. And two years later, we're almost at its **Aug. 28** release. Banjo and his bird friend Kazooie are back to battle the newly exhumed Gruntilda. Rare's made lots of improvements to the engine in order to fix the camera problems some players complained about in the first game. You start with all the moves Banjo learned in the first adventure. Now Banjo and Kazooie can separate and take on areas specifically designed for them through special "swap" floor pads (Kazooie even has a few first-person shooter missions to take on). And—as fans requested, Mumbo Jumbo is now a playable character. Banjo can transform into more than just animals, too—like a submarine or a washing machine (but anything you turn into will still sport his trademark backpack). There are over 10 multiplayer games for up to four people to challenge. Still undetermined is exactly how the game will exchange data with the first Banjo-Kazooie. But we'll keep you posted!

Paper Mario

Don't let the odd title confuse you, this is **Nintendo's** sequel to the SNES game Super Mario RPG.

Much like Yoshi's Story before it, Paper Mario uses a mixture of 3D backgrounds and sprite-based characters to create a world which looks like an "animated pop-up book."

Otherwise Paper Mario is set to deliver the same turn-based, RPG action of the original SNES game complete with the old time-based attacks. Look for it on store shelves **Dec. 26**.






Fighter Destiny 2

The first Fighter Destiny didn't exactly set the world on fire, and the N64 still doesn't have a legitimate top-tier fighter in its library (sorry, kids, Mortal Kombat doesn't qualify). **South Peak** hopes to change all that with the release of Fighter Destiny 2. Featuring 12 different characters who would fulfill their destinies by beating the crap out of each other on small square arenas, Fighter Destiny 2 will be available this **June**.









DON'T SET THE PACE.

DEMOLISH IT.

The speed, skill and tradition of the world's most time-honored auto racing series are yours to experience with INDY RACING® 2000. INDY RACING® 2000 is the only official Indy Racing® game available, capturing all the excitement and high-speed action of racing 225 mph toward victory.

INDY RACING® 2000



Race as 20 of Indy Racing's® biggest superstars on official Indy Racing® tracks!



Intense 3-wide racing action



Go head to head with a friend in 2-Player Split-Screen mode!



Dominate beyond Indy Racing®: 8 open wheel road courses with Midget, Sprint and Formula cars!

EVERYONE E

NINTENDO 64

PC CD ROM

INDY RACING LEAGUE

www.indyracing2000.com

Indy Racing 2000 ©2000 Infogrames, Inc. under license from IMS Properties, Inc. All Rights Reserved. Developed by Paradigm Entertainment Inc. The Paradigm logo is a registered trademark of Paradigm Entertainment Inc. Published and distributed by Infogrames, Inc. USA. Indianapolis 500 Mile Race and Indianapolis Motor Speedway are trademarks of IMS Properties Inc. Infogrames, Inc. and the Infogrames logo are trademarks of Infogrames Inc. Nintendo, Nintendo 64 and the "N" logo are trademarks of Nintendo of America. ©1996 Nintendo of America Inc. Licensed by Nintendo. All other trademarks are the property of their respective companies.

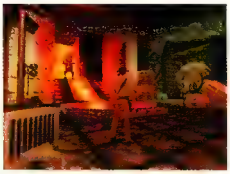


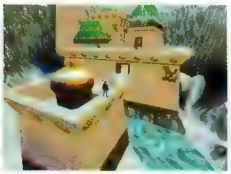
CAN-CAN CURLER

That's right. Hercules has a fine-looking mullet on his hit TV show, so it only makes sense he has one in his N64 game. The mullet is commonplace in Greek mythology, so Hercules isn't really doing anything new. Hell, even Zeus had a flowing mullet.

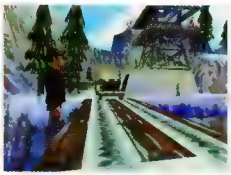
Indiana Jones: Infernal Machine

After disappearing from PlayStation release lists, Indiana Jones and the Infernal Machine has been announced for the N64. **LucasArts** has taken Indy into the realm of 3D as he fights against Soviet Russia rather than Nazi Germany in a very Tomb Raider-esque game environment. Indy sports a huge arsenal of moves and travels the globe in his latest quest to keep the museums of the world well stocked.







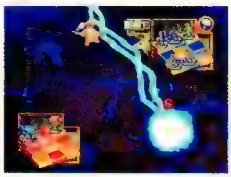


Ogre Battle 64

Thank God for **Atlus**, if it weren't for them, we may never have seen Ogre Battle in any form on our fair shores. Now, with OB 64, N64 owners *finally* have a real strategy-RPG of their own (and it only took four years!). The makers of this deep, deep game went on to create such classics as Tactics Ogre, Final Fantasy Tactics, and now, Vagrant Story. What more do you need? Ogre Battle 64: Person of Lordly Caliber hits shelves this **fall**.









Hercules

Based on the popular TV series, this N64 3D action adventure from **Titus** and **Player 1** should please fans of the show. There are plenty of show-inspired places to travel to, townsfolk to chat with, enemies to kick the snot out of, and boulders to pick up and toss around. After all, you *are* Hercules. You can also control other characters from the series, on your way to confront the wrathful Ares. Look for it by the end of **June**.

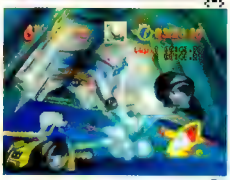




Mickey's Speedway USA

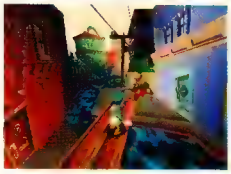
Just what the N64 needs—another Mario Kart-like racing game. This one, created by **Rare,** follows the same action-adventure formula used in Diddy Kong Racing, their previous kart venture. The cast of characters is different, obviously—this time you choose from Disney mascots like Mickey, Minnie, Donald, Daisy and Goofy to race on 15 different tracks. This me-too racing game will probably arrive in the **fall.**

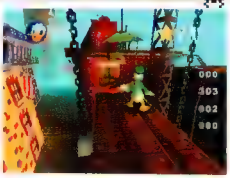




Donald Duck-Quack Attack

We don't make up names like this, and neither should you. Donald Duck–Quack Attack brings the speech-impaired duck to life on the N64 via **Ubi Soft**. The most attractive element of the game will be Donald's various moods: determination and frustration, agitation and exhaustion will all factor into the gameplay in one way or another. DD Quack Attack arrives in your gentle hands this **fall**.





WHIRR, WHIRR,

by now, you know the drill.



It's addictive. It's frenetic. It's a total blast! It s Mr. Driller, the p ck-up-and-play puzzle game that's a hole lot of fun. Strap on your hard hat, fire up your drill and tunnel into action. Mr. Driller takes seconds to learn, yet provides years of chal enge and enjoyment. Be prepared: once you start drillin' there is no chillin'!

Mr. Driller™ & © 1999 Namco Ltd. All Rights Reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Licensed by Nintendo. Game Boy and Game Boy Color are trademarks of Nintendo of America Inc. © 1989 - 1999 Nintendo of America Inc. Sega, Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. The ratings icon is a trademark of the Interactive Digital Software Association. Actual screen shots are for use with the Sony PlayStation console.

namco Sega Dreamcast. Game Boy Color



QUARTERBACK GLUM

Acclaim's Quarterback Club has seen better days. In fact, the original release from 1998 actually outsold Madden 64. Since then things have gone sour for the series.

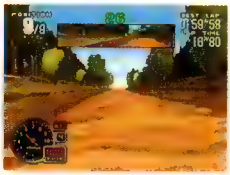
Rally Challenge 2000

If you're looking for a realistic rally racing title, then maybe **South Peak's** game will fit the bill. Equipped with nine customizable real-world cars such as the Toyota Corolla WRC, VW Golf GTI MK, and sassy Hyundai Coupe Evo II, you race on nine different courses set across the world. Variable weather effects, a realistic physics engine, and saveable vehicle modifications round out this game, due in **June**.









NFL Quarterback Club 2001

After last year's disastrous effort (our condolences for those who bought it), we're surprised **Acclaim** is going ahead with QBC 2001. They've taken a step in the right direction however: help from a new developer, High Voltage. A revamped game is in the works featuring new player models (they look pretty good), refined special moves, replay modes and all the proper teams and personnel. Check it out this **August.**







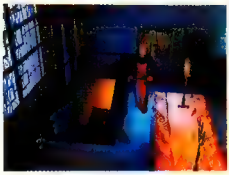


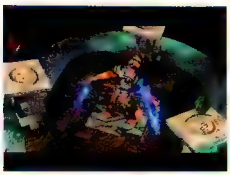
Eternal Darkness

We promised more on this game after E3, and here it is. This 3D action/adventure is from **Nintendo** and **Silicon Knights**, the same developer as Blood Omen: Legacy of Kain on the PS. The name of the game is time travel, and as you traverse various eras you'll get to use everything from medieval swords to modern military hardware. ED will be full of eerie animated cut scenes. Look for it **later this year**.



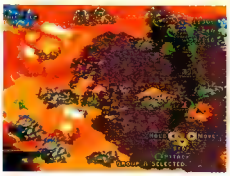


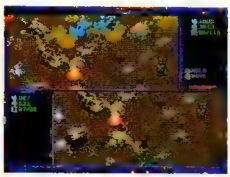


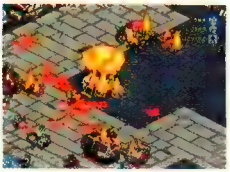


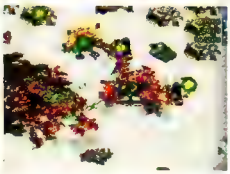
Starcraft 64

Why this game has taken so damn long is a mystery, but it's finally ready to go. Well, almost. **Blizzard's** been taking their sweet time with the N64 port of their most successful PC title ever. This port contains the original game AND the Brood Wars missions, which should do wonders for the strategy-starved console. Control the Zerg, Terrans or Protoss this **summer** when Starcraft 64 burrows its way into your homes.









VANGUARD BANDITS™

When Chains of Oppression Cut
When Bitterness Stains the Land
When Hope Fades from Memory

Those Forced Outside the Law
Must Rise to Become Heroes.



T TEEN
Mild Animated Violence
Mild Language
Suggestive Themes
CONTENT RATED BY ESRB

PlayStation

WORKING DESIGNS®

Our games go to 11™

PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Vanguard Bandits is a registered trademark of Working Designs. Licensed from Human Entertainment by Working Designs, Inc. Original Game © Human Entertainment, Inc. 1998. English Translation © Working Designs, Inc. Working Designs is a registered trademark of Working Designs, Inc. All rights reserved. Not to be used in any manner without the express written consent of Working Designs, Inc.

Visit our Web Address: http://www.workingdesigns.com. For a dealer near you, call (530) 243-3417

PS2

PREVIEW



COMMON THEMES

Many of From Software's recent offerings allow the kind of visual customization that Evergrace does. While it didn't affect gameplay at all, the Dreamcast's medieval mech simulator Frame Gride and the forthcoming PlayStation2 mech-simulator Armored Core 2 both let players change the color of their assets.

Evergrace

Publisher:	Agetec
Developer:	From Software
Players:	1
Genre:	Action/RPG
% Done:	80%
Release:	October
Web Address:	www.agetec.com
The Good:	Goofy Fashion Design Options.
The Bad:	Slowdown during battles.
And The Ugly:	It doesn't look too impressive for being a PS2 game.



What happened here? Don't let the tattered appearance fool you: The Rieubane empire is vast and fraught with danger.

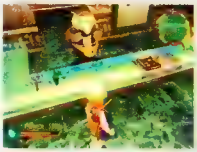


Yuterald fights the first boss to save a local peasant. Don't run!

FASHION

Tres Chic!

While present in many From Software games, the most unusual and original feature in Evergrace is the option to customize the colors of your items and accessories. The shop-keeper, a longtime fan of *Vogue*, may even give the player discounts!







Over the last few years, the RPG genre has become increasingly important in a console's lineup. With few RPGs scheduled in the PS2's U.S. launch lineup, Agetec has stepped up to the plate with From Software's Evergrace.

Evergrace is an Action/RPG epic telling the story of Yuterald and Shalami. Practically brother and sister, both bear a Crest on the back of their right hand that is thought to bring misfortune upon all who see it. Mysteriously transported to the Rieubane empire, the two heroes will discover the true destiny of those marked with the Crest as they are pursued by the forces of evil.

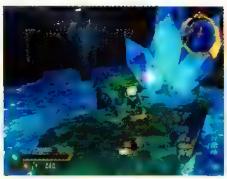
While Evergrace's story is relatively original, its gameplay is mostly familiar to action/RPG fans, with a few interesting nuances. Players can play as both characters, switching between paths at their leisure at Save Crystals. As players explore the world from a third-person perspective, they'll search for keys, hit switches and do other RPG stuff in order to complete their quest. To make things interesting, enemies randomly spawn in their path to provide the necessary combat element. In addition to a standard attack, players can key a variety of special attacks to another button. After battle, players can collect Biriyana seeds to upgrade their stats, as well as money to buy new equipment.

In true From Software fashion, Evergrace does feature a high level of customization options. In a nod to Final Fantasy VII's Materia system, "Palmira" gems can be mixed and matched on equipment to create your own unique arsenal of weapons and spells. For example, playing a Flame Palmira on a sword will result in a Flame Sword of some type. Palmira have limited uses, however, so players will have to use these magical resources sparingly. Armor, unlike in most games, is accurately represented on the character models. Taking advantage of this, players can custom-color their outfits to tailor their characters' appearance however they choose.

Originally developed for the PlayStation, Evergrace's visuals have been upgraded to take better advantage of the PlayStation2's hardware. Yuterald and Shalami have high polygon counts, and the environments have a number of textural and polygonal touches that the PlayStation couldn't handle. All kicked up to high resolution, Evergrace's battles are still occasionally marred by slowdown. Hopefully Agetec can address it before the U.S. release. Evergrace's sound represents a strong effort, using soothing fantasy-themed music and lots of recorded dialog to move the story along.

Evergrace should be a good game for starved RPG fans, although it will face some dire competition with RPGs like Dark Cloud and Eternal Arcadia.

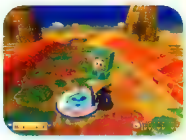




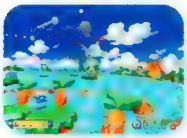


GET $5.00 OFF AT BEST BUY!

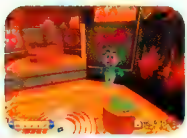




Pinki and her goons have taken over Pao Pao Park and it's up to Neo to set things right!



Use Neo's magnetic powers to capture metallic enemies, catapult off platforms and rocket through the air!



Jump, run, ride and swing your way across 20 fantastic levels, spanning 4 bizarre worlds.



"Every facet of the game, from its zany appearance to its goofy character designs and nutty score, is tailored to perfection. Rating: A-"

Dave Halverson • Gamers' Republic

magnetic neo

Sega Dreamcast.

EVERYONE E CONTENT RATED BY ESRB

Developed by Genki

CRAVE ENTERTAINMENT

www.cravegames.com

© 2000 Genki Co., Ltd. All rights reserved. Published and distributed by Crave Entertainment, Inc. under license from Genki Co., Ltd. Super Magnetic Neo, Crave Entertainment and the Crave Entertainment logos are trademarks of Crave Entertainment, Inc. Crave Entertainment is a registered trademark in the U.S. Sega, Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. All rights reserved. All other trademarks and copyrights are the property of their respective holders. Ship date subject to change.



SAVE $5.00

SUPER MAGNETIC NEO™

BEST BUY

Turn On the Fun™

BestBuy.com

Cashier Instructions: 1) Verify that product qualifies. 2) Scan coupon UPC. 3) Highlight item. 4) Press "Item Discount". 5) Press "Tab". 6) Enter "500" and press "Enter"

Limit 1 per coupon, per customer. No dealers, please. Coupon must be presented at time of purchase. No facsimiles or photocopies of coupon accepted. Not valid with other discounts or promotions. Quantities (and titles) vary by store. Coupon value is 1/100th of $.01. ©2000 Best Buy. Expires September 15, 2000. Valid at Best Buy stores only. Ship date subject to change.

4 00039 26256 9



IN SEARCH OF...

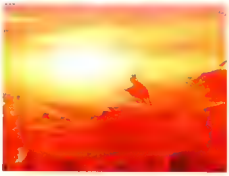
So just what is the deal with those Easter Island Heads in the Gradius games? Called Moai, the big mystery seems to be how these huge, heavy statues were moved many miles with only the primitive tools available thousands of years ago. Some have even suggested extra-terrestrials must have helped out—maybe some of the same aliens you're blasting away in Gradius! Anyway, if you want your own Moai (including fountains, candle holders and the "Swingin' Tiki god" toy), head to www.tikitrader.com.



Kengo: Master of Bushido







Originally designed for the PS, Bushido Blade developer **Lightweight** has pushed back the release of its next samurai fighting game to **Q1 2001**, and are now developing it exclusively for the PS2. As in the BB games, those expecting a button-masher will be sorely disappointed: In addition to the life meter, Kengo has a 'ki' or spirit bar, which drops each time you attack. Being patient, watching for openings and carefully choosing your attacks are the keys to victory here, not memorizing 300-hit chain combos. Other features include a reputation system, based on the honor and technique you display in battle, various training modes, and the ability to save your advanced characters to the memory card and fight against your friend's warriors.

Unreal Tournament







The current big debate among PC gamers: which is better, Quake III or Unreal Tournament? Our answer: Who gives a crap—we want both! Instead of standard boring-as-nell single-player levels (find key, throw switch, find key...), UT is all multiplayer deathmatch, whether it's split-screen, networked with other human players, or against computer- controlled "bots." Special care has been taken to make these AI players behave like real people—they make mistakes, miss with weapons, lose track of you, etc. You can even team up with bots in Capture the Flag and three other modes. **Infogrames** is only giving out PC shots for now, and after seeing the choppy early version at E3 we can understand why. But we expect great things in time for release **late this year**.

Legion: Legend of Excalibur



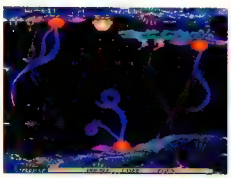


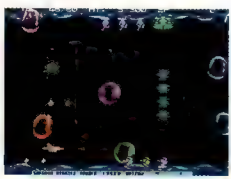


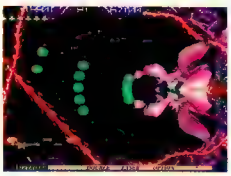
Midway tells us Legion is quite a departure for them. For starters it's designed by Erik Yeo of Command and Conquer fame and incorporates several interesting elements. Officially it's a 3D, Strategy/RPG with an emphasis on real-time battles. As the story goes, you take on the persona of Arthur Pendragon and claim your right as the King of England. Lead your band of killers (12 different Knights) into battle where strategy and real-time fighting determine if you'll retain the crown. Multiplayer modes include Deathmatch and Co-op. It appears these pics are taken from a development PC but Midway promises it'll look just as impressive when released for the PS2 in the **summer of 2001**. More to come on this one.

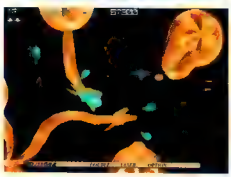
Gradius III & IV

OK, so it's not exactly a graphical showcase for the PS2, but if you're down for some old-school shooting action, you'll be up for this collection of two of **Konami**'s finest. Both games are arcade-perfect, including the start-up test screens and even slowdown when things get hectic. There's few frills—variable difficulty, hi-score challenge mode, a new intro—but plenty of Easter island heads and nostalgia in store for fans this **fall**.



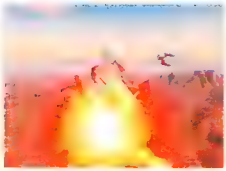




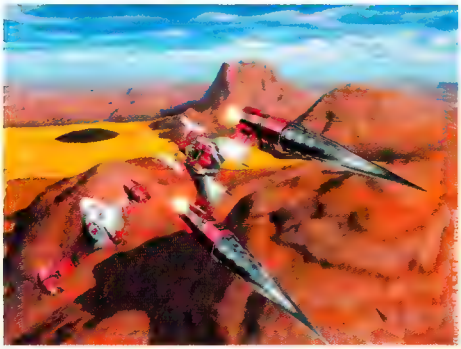


Star Wars: Starfighter

The parade of Star Wars games continues with this 3D flight sim that seems like a combination of Rogue Squadron and X-Wing. **LucasArts'** Starfighter takes place during the Trade Federation takeover of Naboo where you pilot three different types of ships in 14 missions taking place both on the planet and in space. The graphics, particularly the landscapes, are absolutely gorgeous. You can see for yourself this **winter.**



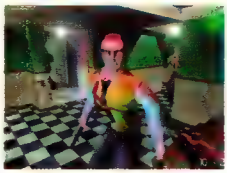


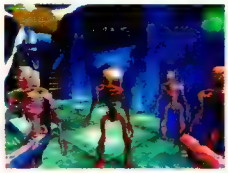


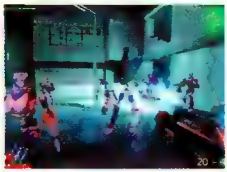
Timesplitters

This **PS2 launch** title from **Eidos** and **Free Radical Design** is a fast and furious FPS free-for-all. Right now, the development team (which is comprised in part of former Rare employees who worked on GoldenEye) has the one-player and two- to four-player split-screen modes running at an awe-inspiring 60fps. It also features a variety of co-op and deathmatch scenarios, tons of themed levels and characters, and a fully featured level editor (sweet). The thing looks like it's going to rock out.















This title is not yet approved by Sony Computer Entertainment America.
PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Angel Studios and the Angel Studios logo are trademarks of Angel Studios. Rockstar Games and the Rockstar Games logo are trademarks of Take-Two Interactive Software, Inc. © 1999 All rights reserved.

FIFA: Major League Soccer

While this is likely to be one of the PS2's launch games, we were able play the finished Japanese version. As you might expect, the graphics in **EA's** PS2 FIFA are pretty amazing. The game is running on the FIFA 2000 engine, with the only major difference being the myriad of league licenses in the game. EA is adamant about licensing every major league they can find. Kickoff is in **October**.

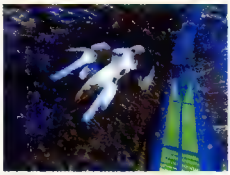







Fusion GT

Let the early PlayStation2 WipeOut clones commence! Called Hresvelgr in Japan, **Crave** just picked this one up and hopes to have it ready in time for the PS2 launch in **October**. It looks like your usual futuristic racer, aside from the impressive graphics you would expect from the PS2. You choose from eight different jets to race on eight wild tracks and you can upgrade your vehicle's offensive and defensive capabilities.




Knockout Kings 2001

We're amazed how good this **winter** release title looks—it's incredible. **EA** used their new Cyber Scan technology to map the boxers' faces. The motion-blur effects are equally impressive, especially when using the new-and-improved Haymaker punch. The gameplay is refined to include signature boxing styles and something called Dynamic Punch Control—a feature which allows you to make and control your own custom combos.




ESPN International Track & Field

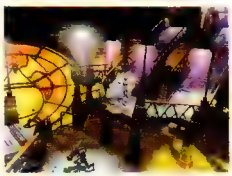
When the PlayStation2 arrives, there won't be a shortage of button-mashing games thanks to **Konami's** newest addition to the Track & Field franchise. In this Sydney edition, there are 12 different competitions including Weight Lifting, Pole Vaulting, Clay Pigeon shooting, gymnastics, and Freestyle swimming, in addition to the various forms of dashes. You'll even see some big-name athletes when the action hits in the **fall**.





Oddworld: Munch's Oddysee

The real showing for Munch's Oddysee at the E3 was behind closed doors. **Oddworld Inhabitants** has created a world with a fully functioning ecosystem in Munch. If you build a factory that uses a lot of wood, certain areas will suffer from deforestation and all the problems that result from it. The basic point is that every action has a realistic reaction within the virtual world. This game is going to be a real treat.






ULTIMATE FIGHTING CHAMPIONSHIP®

STEP INTO THE OCTAGON™ THIS FALL

RATING PENDING
RP
Visit www.esrb.org or call 1-800-771-3772 for more info.

UFC®
www.sega.com

CRAVE ENTERTAINMENT
www.cravegames.com

© 2000 Crave Entertainment, Inc. All rights reserved. Ultimate Fighting Championship and the Ultimate Fighting Championship Logo are either trademarks or registered trademarks of Semaphore Entertainment Group in the U.S and other countries. Used under license from SEG Sports. Crave Entertainment, the Crave Entertainment logo and FIGHT LIKE A MAN are either trademarks or registered trademarks of Crave Entertainment, Inc. in the U.S. and other countries. All other trademarks and copyrights are the property of their respective holders.

Parasite Eve II

Publisher:	Square EA
Developer:	Squaresoft
Players:	1
Genre:	Survival Horror
% Done:	80%
Release:	September
Web Address:	www.squaresoft.com www.squareusa.com
The Good:	Aya in the shower.
The Bad:	NMCs across the U.S.
And The Ugly:	That poor girl in the diner.



Aya's mitochondria make her age backward, so she's younger and sexier in this game than the first.



Summoning her mitochondrial energy from within, Aya puts down the Pyrokinetic burn on an opponent.

Biology 101



Q: What are mitochondria?
A: Mitochondria are a part of the cell that combines glucose with oxygen to produce energy. They are often called the "powerhouse" of the cell.

Q: Are they parasitic?
A: No, they're symbiotic. But even though they exist inside human cells, they have a double-membrane cell wall, DNA independent of the cells, and reproduce independently via splitting.

Q: Who is "Mitochondrial Eve?"
A: Studies suggest every modern human's ancestry can be traced to a single prehistoric woman. As the first human to be "infected" by mitochondria, this woman was dubbed "Mitochondrial Eve."

Q: Are mitochondria sentient?
A: No.

Square's Parasite Eve was an early experiment in creating a "cinematic" video game. It looked fantastic, but its short length left some players cold. Square's honed their graphical skills over the course of several games—so why not give their modern-day series another go?

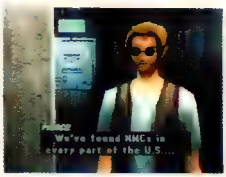
Heroine Aya Brea returns, and several years younger, thanks to the retrograde aging effect of her personal mitochondria. She's left the NYPD and joined up with the Feds: FBI, MIST (Mitochondria Investigation and Suppression Team) division. MIST is a top-secret, X-Files-like government bureau that deals with and covers up Neo-Mitochondrion Creature-related incidents. Ever since the New York episode, dangerously mutated creatures have been popping up all over the nation. Aya and a team of experts are the nation's first line of defense. Her adventure takes her from the Akropolis Tower in the heart of Los Angeles to the sandy wastelands of the Mojave Desert and beyond. Seemingly isolated incidents start to form a pattern, and Aya begins to suspect a conspiracy behind the rise in NMC activity.

If the original Parasite Eve was a traditional RPG with survival-horror elements, then the sequel is a survival-horror title with RPG elements. Resident Evil-style locales (complete with auto-map) replace RPG-style field maps. Control, as in most survival-horror titles, is now character-relative. A large number of (often illogical) logic puzzles stand between the player and success; the sequel also places greater emphasis on the proper use of a "key item" inventory.

With all these gameplay changes, a totally revamped battle system should come as no surprise. Gone are the expanding wireframe spheres and breaks in the action. Gamers now shoot, reload, dodge and take damage in real time: Select your target and hope for the best. Aya's arsenal includes pistols, submachine guns, rifles, shotguns and even grenade launchers; more powerful weapons have effects such as splash damage upon impact. Unfortunately, the first game's extensive weapon customization system has all but disappeared. More powerful weapons and armor are purchased using a "currency."

For some foes, a shotgun blast to the head just won't cut it. That's why Aya has "magic." (They call it Parasite Energy, but trust us, it's magic.) By summoning the inherent power of her sub-cellular organisms, Aya can access eight separate "spells." These range from a directed energy blast and a radial shockwave to status/HP replenishment and a defensive shell. Spells are unlocked by spending experience points earned in battle and can be upgraded several times with further experience expenditures.

Is it an adventure-RPG or an RPG-adventure? No one knows for sure. Except for its sexy heroine, Parasite Eve II has little in common with its predecessor.







Wacky Races

Zany Cars. Wacky Characters. Dirty Tricks. Wild Racing Action.

Take the driver's seat in the quirky cartoon world of Wacky Races! There is no other racing game like it!

- Get to the finish line first using diabolical schemes, pranks, and outrageous gadgets.
- Featuring 11 characters in unique vehicles from the original Hanna-Barbera cartoon, including Dick Dastardly, Muttley, Penelope Pitstop, the Slag Brothers, and more!
- Watch out for hidden shortcuts, jumps, tunnels, dirty tricks, power-ups, and wacky traps planted by Dick Dastardly & Muttley.
- 4-player mode adds to the mayhem.

CARTOON NETWORK

Dreamcast Screenshots



Do Dastardly Deeds



Drive badly, behave badly. It's the only way to win.



Bring the classic Hanna-Barbera cartoon to life

INFOGRAMES

GAME BOY COLOR

Sega Dreamcast.

EVERYONE E CONTENT RATED BY ESRB

www.wackyraces-thegame.com

DASTARDLY & MUTTLEY AND THE WACKY RACES and all related characters and elements are trademarks of Hanna-Barbera. © 2000 Hanna-Barbera and Heatter-Quigley. CARTOON NETWORK and logo are trademarks of Cartoon Network © 2000. © 2000 Infogrames North America, Inc. All Rights Reserved. Infogrames is a trademark of Infogrames North America, Inc. Sega, Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. Game Boy and Game Boy Color are trademarks of Nintendo of America. © 1989, 1998 Nintendo of America, Inc. All other trademarks are property of their respective owners.



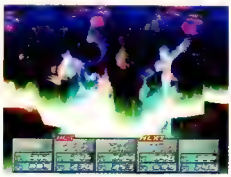
SHATNERIFFIC

Ever want to direct the wondrous talents of William Shatner on the bridge of the Enterprise? Now you can! SimShatner lets you control the dialogue and re-create some of Bill's most shining moments.
http://www.hecklers.com/simshatner/

Persona 2: Eternal Punishment

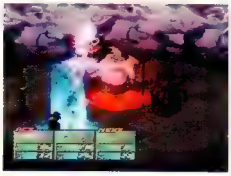
The original Persona was a sleeper hit, lauded for its twisted, non-standard story and battle system. This **November**, **Atlus** will release Persona 2: Eternal Punishment in the U.S. The follow-up to the Japan-only Persona 2: Innocent Sin, Eternal Punishment continues the story of a troupe of high school students that battle the forces of evil three years after the original Persona. A curse has befallen Sumaru City that turns rumor into reality. Players must use this curse to their advantage—manipulate the town's rumors and you'll change reality as well. As with the previous Persona games, players can negotiate with demons in order to summon them later. And, of course, Persona 2 features the dark, ultra-mod art of Kazuma Kaneko.

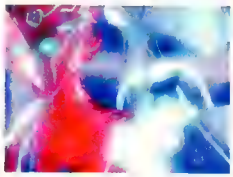
We don't see too many RPGs like this in the U.S.—adult-themed games that take place in the modern-day world. Atlus has suggested that if there's enough demand, Innocent Sin may make it over here as well, so let's hope they sell some!





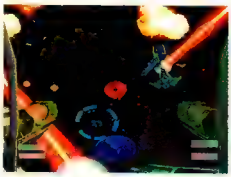


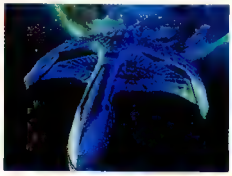


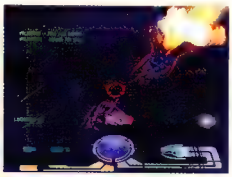


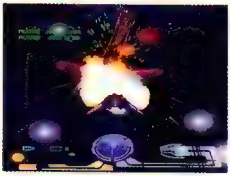
Star Trek: Invasion

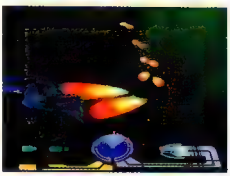
It's surprising that it took this long for a Star Trek game to hit the PlayStation, but luckily it looks like the first time's the charm. **Activision** is taking the franchise in a direction it hasn't gone before in this fast-paced 3D space action game that plays a lot like Colony Wars. This is no coincidence, however, as most of Invasion's team is made up of ex-Psygnosis employees. Their influence really pays of with the stunning visuals they've been so adept at creating. Paramount worked with Activision closely in developing, and the actual 3D models used in the movie were downgraded and crammed onto a PS disc. The end result is incredibly detailed starships, including a huge Borg cube you can fly inside. Trekkies start saving your nickels and dimes for this **August** release.













SOUTHPEAK™ INTERACTIVE



Learn to say

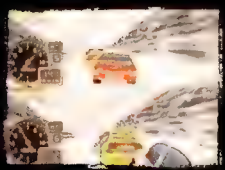
"Pull me out of this thing before it blows"

in 6 different languages.

Rally Challenge 2000 takes you on a scorching tour of nine countries, each with its own eye-popping 3-D track. Hitting the dirt takes on new meaning on these mud-slinging, sand-spitting, snow-storming highways. Pick from any of nine WRC rally rods.

Customize it with all the power and torque your reflexes can handle. Then put the pedal to the metal in any of the four arcade-style modes, and give your opponents a crash course in road rage.









NINTENDO 64

EVERYONE E

SouthPeak Interactive • One Research Drive • Cary, NC USA 27513 • tel 919-677-4499 • fax 919-677-3862

www.southpeak.com

SouthPeak Interactive and the SouthPeak Interactive logo are trademarks or registered trademarks of SouthPeak Interactive LLC. ® indicates U.S.A. registration. Other brand or product names are the trademarks or registered trademarks of their respective companies. NINTENDO, NINTENDO 64 and the "N" logo are trademarks of Nintendo of America INC. ©1996 Nintendo of America Inc. ©2000 Europress Software Limited, Imagineer Co., Ltd. and Genki Co., Ltd. VOLKSWAGEN TRADEMARKS, DESIGN PATENTS AND COPYRIGHTS ARE USED WITH THE APPROVAL OF THE OWNER.

D E S T I

MATCH ARROWS

PlayStation

TEEN T
Animated Violence
Animated Blood

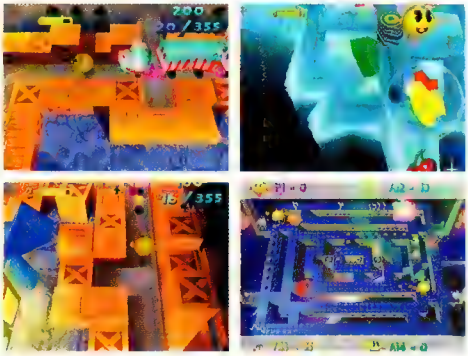
MATCH ARROWS

Nothing could compare to the mystical powers of The Divine Tree. Massive, yet graceful, it gave birth to all living things. But the beauty of the tree could not hide an ugly blemish in the land of floating cities. The Winglies reigned superior. The Dragons

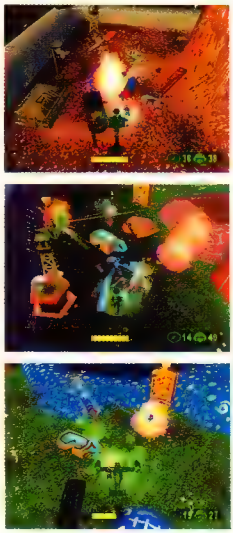
The Legend of Dragoon is a trademark of Sony Computer Entertainment America Inc. ©2000 Sony Computer

Ms. Pac-Man Maze Madness

Pac-Man World was one of last year's best platform games, but much of the gameplay strayed from what Pac-Man does best—eatin' the dots. This time his better half finds herself in a similar situation, but with more puzzle elements to complement even more gobbling. **Namco** has included classic Ms. Pac-Man and 3D boards to go with the game's Quest mode. Get ready to feast this **October**.



Army Men: Air Attack 2



Like it or not, the Army Men games are fast becoming a staple of the PS game stable. In all fairness, the first Air Attack was probably the best game in the extended series thus far—that's right, a fun game with the Army Men name on it. This time around, household items (and not-so-household items) play a greater role in the success of your missions. In Air Attack 2, you can pick up almost anything with your winch to bowl over the Tan Army. It's not exactly "Army Men Bowling" (or is it?), but it's as close as you're likely to get. Designed by many of the veterans who had a hand in the popular Genesis and SNES Strike series, the Army Men: Air series is taking an arcade-oriented turn for the better. This one hits this **fall**.

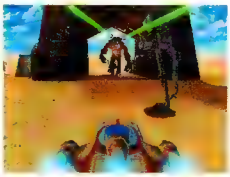
BLONDIE

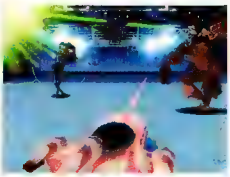
Ms. Pac-Man Maze Adventures is basically a sequel to last year's Pac-Man World. Interestingly enough, Namco significantly simplified Ms. Pac-Man's controls to only use the directional pad. Or were they just making a social commentary on women in general? After all, technically, you could say that Ms. Pac-Man is a blonde.

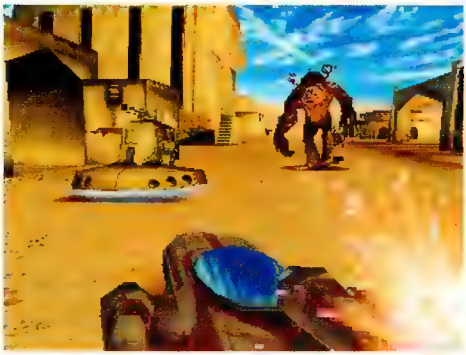


Star Wars Demolition

Developer **Luxoflux**, creator of the Vigilante 8 console games, is no stranger to vehicular combat and now they're turning to the Force. Demolition takes place between *Empire Strikes Back* and *Return of the Jedi*—a perfect time for you to fight with tanks, Rancor beasts, STAPs, and Sandspeeders in various combat arenas owned by—of course—Jabba the Hutt. May the Force be with you this **fall**.







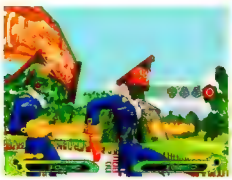


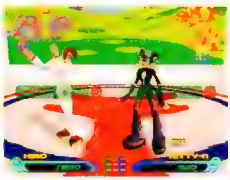
Bust-A-Groove 2

Enix's return to the U.S. market includes a sequel to the hit dance game Bust-A-Groove. BaG2 will feature 18 characters, some of which are returning from the original, and 12 all-new songs. Gameplay enhancements include the ability to avoid or reflect opponents' attacks, an all-new scoring system and a more involved dance system that includes all four controller buttons. Bust-A-Groove 2 should hit this **winter**.







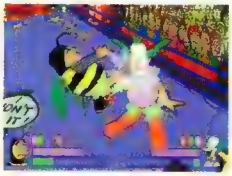


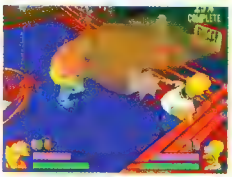






The Simpsons Wrestling







The title says it all. This **winter** release from **Fox** pits a variety of characters from *The Simpsons* against each other in the squared circle. Hey, why not? Put Homer up against Flanders. Moe against Lisa. Bart against Scratchy. The list goes on and on. It features over 20 characters (13 playable from the beginning, with plenty more to open up) and a variety of arenas inspired by the show, including the Nuclear Plant, Moe's Tavern and others. It also has a variety of wrestling moves, and hilarious character-specific specials (like Barney's Duff Cloud Burp). The 240 lines of verbal taunts is the game's most winning feature though—it guarantees lots of laughs during play. It was a little rough around the edges at E3, but as big Simpsons fans we'll hope for the best.

World's Scariest Police Chases

Based on the popular TV show, **Fox's** *World's Scariest Police Chases* is being presented like an extra TV episode on the PS. Gamers can play as either the cops or robbers, so to speak, in over 50 single-player missions and four different multiplayer matchups. The game is looking very similar to the hit Driver, which is to say it should be loads of fun. Look for it sometime this **winter**.









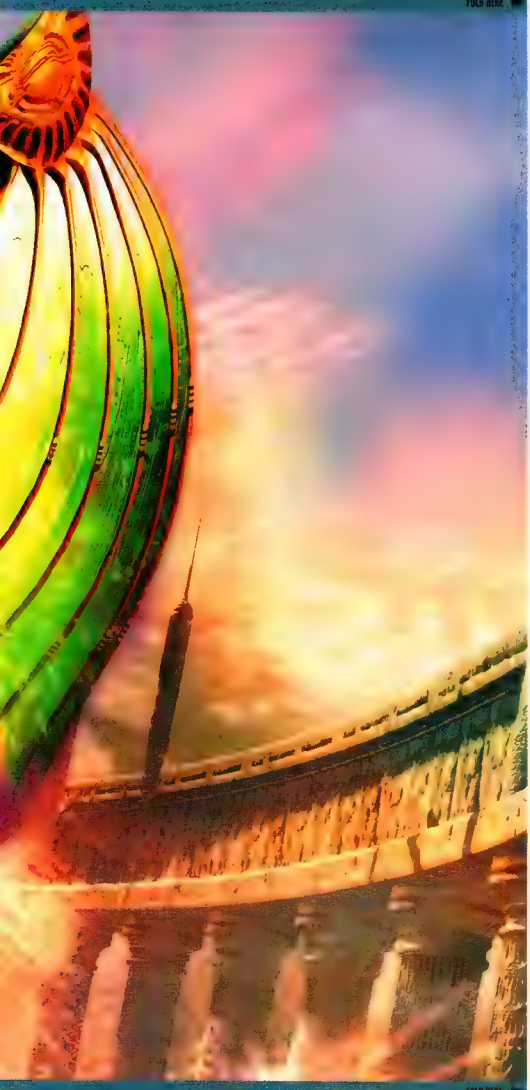


were a powerful race in their own right. And the humans lived as slaves. Divided by hatred, a battle for freedom would ensue. Armed with the spirit of the Dragoon, the humans prevailed. And all races now live in peaceful harmony. But beneath the

© Sony Computer Entertainment Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

O T B E D

FOLD HERE



FOLD HERE

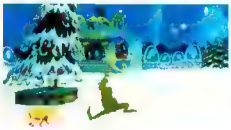
tranquility lurks a mysterious prophecy. The emergence of an eternal force. Worshipped, yet feared, no one knows what its presence will bring. Infinite peace and happiness for all? Or the darkest evil imaginable?

PREVIEW GALLERY

The Grinch

Christmas...bah, HUMBUG! Wait, wrong movie. **Konami** has nabbed the video game rights to one of Dr. Seuss' most beloved books for this game (*not* based on the film which is coming to theaters in November). It's best described as a non-violent—according to Konami—action-adventure game. You star as The Grinch, and your job is to halt the spirit of the season in Who-ville by collecting presents, solving puzzles and spreading unhappiness. Headed to PS, DC and GBC in **November.**





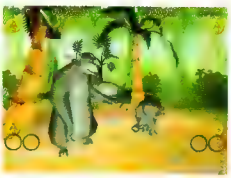




Jungle Book Rhythm N'Groove

Like Disney? Like music games? Then there's a good chance you'll dig **Ubi Soft's** Jungle Book Rhythm N'Groove, coming in **November.** It features music from the movie, including "I Wanna Be Like You" and "Bare Necessities," and you dance along using a special floor pad, planned to be released by Guillemot. Good to see someone getting in on the dancing games (nudge, nudge—Konami).











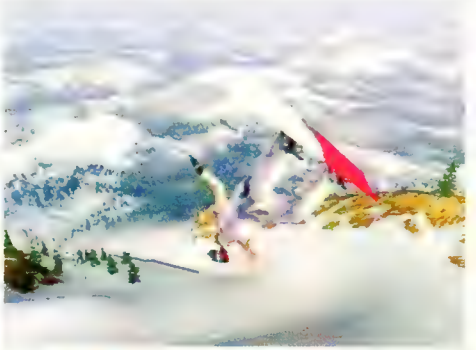


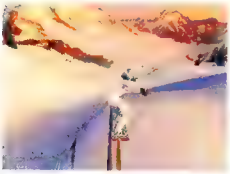
ANY DIFFERENCE?

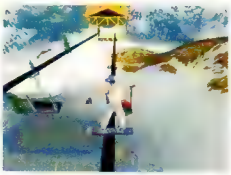
On the left is NCAA Football 2000, on the right is NCAA Football 2001. Besides the momentum meter and the box colors they appear almost identical.

Cool Boarders 4

30 new courses, 5 new mountains, downhill, half pipe, slope style, CBX, big air and new special events are among the new features you'll find in Cool Boarders 4. Tight carving and improved physics have been implemented to loosen up the rider's handling. 16 pro riders, 34 brand-name boards and even some Road Rash-style chop-socky are included in the package. **Sony's** Cool Boarders 4 ships this **October**.



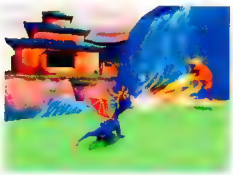


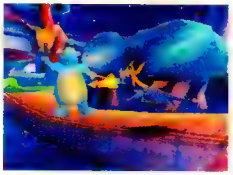


Spyro: Year of the Dragon

Same little dragon—whole new game. In fact, this one from **Sony** and **Insomniac Games** has over 30 new levels to explore, with tons of challenges and stuff to collect. It also has more of the extra stuff like the hockey game in Spyro 2, including boxing, skateboarding, sharp shooting and more. Will it look even better than part 2? Well, it is looking quite nice but we shall see. It'll be here in **November**.

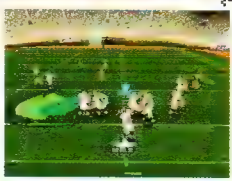






NCAA College Football 2001

Outside of a momentum meter, **EA's** NCAA CF 2001 looks exactly like last year's game. Honestly, we can't tell 'em apart. But beneath the skin there are changes (however small) to this **August** release title. The Dynasty Mode now includes junior college transfers and even high school recruitment. In addition, a deeper Create-a-School Mode offers more uniforms and icons. Gameplay (the strongest part of this pup) is similar but includes something called Advanced Player Control—an option that lets you utilize special traits be it greater juke ability and so on. This could be the last blast for NCAA CF. It's rumored EA won't bring it to PS2 right away.











Emperor's New Groove

Based on the upcoming Disney animated feature, this one from **Sony** and **Argonaut Software** is a hybrid type of game including puzzle, action/platform and even pseudo-racing elements. You control an Incan ruler by the name of Kuzco, who has been magically turned into a llama. The **November** release has eight themed worlds, comprised of some 30 levels, which are broken up by cinematics from the upcoming movie.



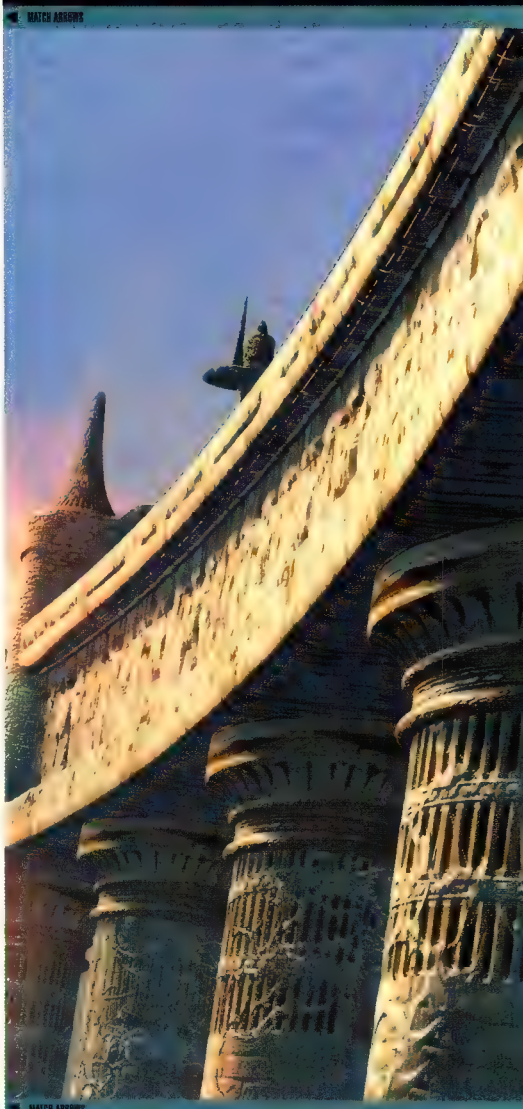
ESPN MLS GameNight

If there's one sport **Konami** does well it's soccer. For GameNight they've taken their successful ISS soccer game engine and integrated large amounts of American Major League Soccer flash (yes, we have a professional league). The title features all 12 MLS teams plus 53 international-style clubs. ESPN announcers, Create-a-player and loads of team management options round out this **August** release game.



E N I E D.

MATCH ARROWS

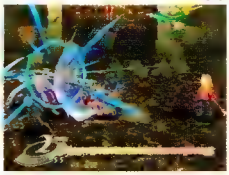
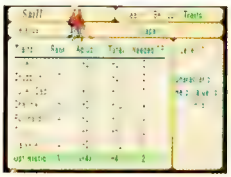


MATCH ARROWS

THE LEGEND OF DRAGOON

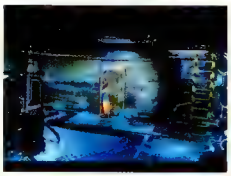
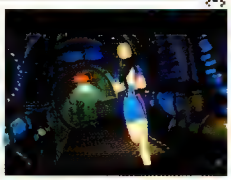
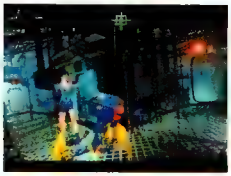
THE END IS JUST THE BEGINNING.

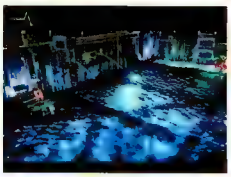
Valkyrie Profile


As you might expect from Star Ocean: The Second Story developer **Tri-Ace**, Valkyrie Profile plays with the standard RPG formula, mixing in a healthy dose of action and other unique elements. You play the goddess Valkyrie in her search for souls worthy to fight alongside Odin and other Norse deities in their sacred war in Asgard. Throughout the game you recruit and train warriors, choosing which of their skills and special abilities to develop before sending them to fight in the battle with the gods. Much of the game, including town and dungeon maps, takes place on 2D, platform-style levels. You can jump, slide, dash and climb your way around; if you get lost, just consult the auto-map. In combat, each of your four characters is assigned to a button. The goal is to time their moves so they hit simultaneously and open up special bonus attacks. There are also tons of special items, skills, spells and other techniques to learn. So far it looks like **Enix** is doing a fine translation job—the text is smooth and the English voicework (which there's a lot of) sounds good. Definitely one to anticipate this **summer**.

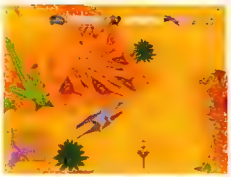
Fear Effect: Retro Helix



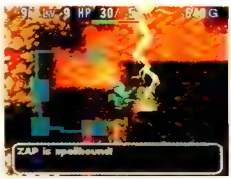

So what the heck does Retro Helix mean, anyway? Basically it's the name for the leftovers from human evolution (tonsils and tailbones are good examples). It will also be the title to the sequel to **Eidos'** critically acclaimed Fear Effect. The whole gang will return—Hana, Deke and Glas—but there will be a new character, Rain, whose history with Hana is, shall we say, an interesting one. FE: Retro Helix is due **early 2001**.

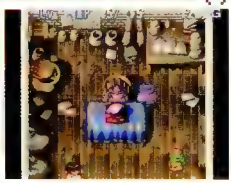
Disney's Dinosaur




The movie was weak-sauce in the eyes of many (usually those over the age of one), but that doesn't mean the game has to be! **Ubi Soft** is aiming this one at the kids, but that's not a bad thing if the gameplay turns up aces. While the movie may not be the blockbuster everyone expected, the game will linger on when it's released this **summer**. You've always wanted to be an Iguanodon, admit it!

Torneko: The Last Hope





Set in the same universe as **Enix**'s mega-RPG Dragon Quest (Dragon Warrior in the U.S.), Torneko is a Chocobo's Dungeon-style random dungeon crawl due out **late this summer**. The emphasis is on exploration and finding items, and there's certainly plenty of those—over 148 weapons, treasures and other knickknacks to find, collect and sell. Great to see Enix bringing this over, but where's Dragon Quest VII?



Shop | Business | Help | News | Investing | **Reviews** | Electronics | GameSpot | Tech Life | Downloads | Developer

Your beeper beeps. Your PDA chimes. You can make a quick call wherever you are. Yup, technology is an integral part of everyday life. That's why ZDNet has all the product reviews to help you find the latest gadget. In fact, ZDNet was named "Best Overall Online Site" by the Computer Press Association. However technology touches your life, ZDNet's Reviews Channel has something for you. Because ZDNet is where technology takes you.™

ZDNet™

www.zdnet.com

©2000 ZD Inc. ZDNet, the ZDNet logo, and Where Technology Takes You are trademarks of ZD Inc.

Zelda: Mystical Seed of Power

Originally planned to be a trilogy, the new Zelda GBC game series has become a set of two titles. Here are some more screens of the first game. Actions in each of the two games (which can be played in any order) will affect aspects of the other. As of yet **Nintendo** has not announced a release date for the U.S. market. We'll have more information on MSoP as it becomes available.



Dragon Warrior I&II

This **fall** old-school RPGers are gonna have a massive joygasm. Dragon Warrior I&II, not available since their release on the NES, are getting a full update and being released together on one GBC cartridge by **Enix**. Both games have been retranslated (to get rid of errors in the original release), touched up to appear better on the tiny screen, and have even received cinemas.





Wacky Races

Infogrames isn't wasting any time taking advantage of this Warner Bros. license. Along with just about every other console out there, Wacky Races will hit the GBC this **summer**. From what we've played, Wacky Races is chock-full of play options and some of the smoothest graphics in a GBC racer. Players have to use weapons to take out competitors. The racers are large and really capture the feel of the cartoons they're based on.





More Than A Sequel...

The Impact Game Of The Year.



Capcom's all-time, flagship fighting series once again goes 3-D with Street Fighter EX 2 Plus. Loaded with new enhancements, modes of play and an expanded cast of characters, Street Fighter EX 2 Plus drives home stunning 3-D graphics, lightning fast animation and Capcom's signature gameplay. Now the world's premier fighting series kicks it up a notch in Street Fighter EX 2 Plus.

Street Fighter EX2 PLUS

CAPCOM

WWW.CAPCOM.COM

T TEEN Animated Violence Animated Blood

PlayStation

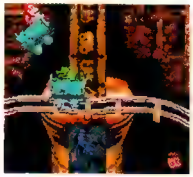
© CAPCOM CO LTD 2000 © CAPCOM U S A , INC 2000 ALL RIGHTS RESERVED CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO LTD STREET FIGHTER is a registered trademark of CAPCOM CO LTD STREET FIGHTER EX2 PLUS and CAPCOM EDGE are trademarks of CAPCOM CO LTD PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc The ratings icon is a trademark of the Interactive Digital Software Association

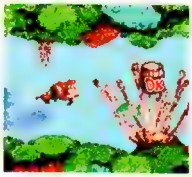
RAIN FOREST RESCUE
PREMIUM COFFEE

PLANTER
So you think you're pretty hot with a hoe do you? Well, do the world a favor: Put that hoe down, and check out http://www.arborday.org/programs/rfrCoffee.html Not only will you learn about more than just trees, you'll be drinking java (maybe!) and saving a rainforest.

Donkey Kong Country

That's right, a full-fledged SNES port of **Rare's** masterpiece is on its way to the GBC this **August**. **Nintendo** is quick to point out that DKC won't be a carbon copy, but rather an upgrade, sort of like the other DX games. Expect "lost levels," added mini-games, Game Boy Camera (how, we have no idea) and Link Cable support. It's going to be interesting to see if SNES games translate to the GBC as well as the NES classics have.


Crystalis

Here's a quick update on the Zelda-esque NES classic Crystalis, being brought to us from **Nintendo** and **NST**. The game has all of the stuff that made the original SNK title so enjoyable, along with some new GBC-specific features, including improved graphics, a tweaked story line for more logical continuity and ending, new abilities and much more. It's scheduled for release sometime this **summer**.

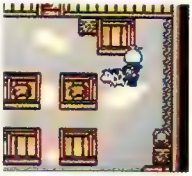


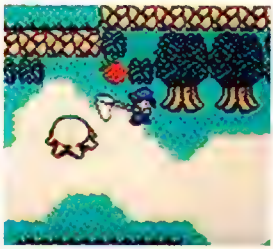
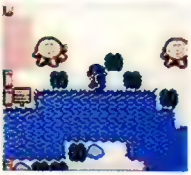




Harvest Moon GBC 2

Harvest Moon 2 gives you all the good stuff you loved about the first game and more. Play mini-games, trade insects(!), fish and even plants with gamers who own Harvest Moon 2 or Legend of the River King 2. Spray yourself up with cheap cologne for **September** when **Natsume** ships this little gem.



POLARIS®

SnoCross™



IF IT DOESN'T SAY POLARIS® IT'S NOT SNOCROSS



- 18 FULLY LICENSED CUSTOMIZABLE POLARIS SLEDS
- 15 tricks like Front and Back Flips, Gyroscopes
- 10 SnoCross and Cross Country tracks
- 2 and 4 player head to head mode
- 3 leagues

Win Your Own Sled!

And Other Great Prizes On:

NABISCO WORLD .COM

LIFESAVERS CandyStand.com

beginning August 15, 2000

NINTENDO64

PlayStation

RP RATED

Visit www.esrb.org or call 1-800-771-3772 for more info.

VATICAL™ ENTERTAINMENT

© 2000 PURE SNOWMOBILE LICENSE BY VATICAL ENTERTAINMENT. VATICAL ENTERTAINMENT LOGO, AND THE VATICAL V ARE REGISTERED TRADEMARKS OF VATICAL ENTERTAINMENT LLC. POLARIS IS A TRADEMARK OF POLARIS INDUSTRIES INC. ALL RIGHTS RESERVED. SNOCROSS IS A TRADEMARK OF POLARIS INDUSTRIES INC. SOFTWARE ©2000 VICARIOUS VISIONS, INC.
LICENSED BY NINTENDO. NINTENDO, NINTENDO 64 AND THE 3D "N" LOGO ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. © 1999 NINTENDO OF AMERICA INC.
PLAYSTATION AND THE PLAYSTATION LOGOS ARE REGISTERED TRADEMARKS OF SONY COMPUTER ENTERTAINMENT INC.
THIS TITLE IS NOT SPONSORED, APPROVED BY SONY COMPUTER ENTERTAINMENT OF AMERICA.





QIX—THEN AND NOW

The original arcade Qix was introduced back in 1981. The first Game Boy version came out in 1990. The latest, GBC Qix Adventure is on target for a fall release.

Test Drive Le Mans

This **summer Infogrames'** sports car racing sim hits the Game Boy Color in fine style. Coming to the tiny cartridge is every feature found in its bigger PlayStation counterpart. Test Drive Le Mans will also include a battery backup, over 20 tracks and 10 different licensed cars. Players will race both during the day and at night against up to 20 cars at once.



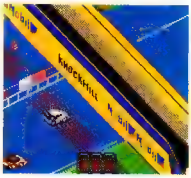


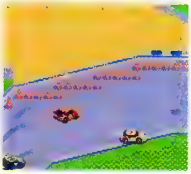




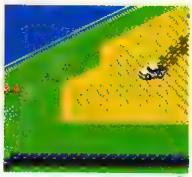
TOCA Touring Car Championship

Yet another PlayStation-to-GBC conversion. This time it's **South Peak** taking their popular racing sim and shrinking it down to the handheld wonder. TOCA will feature nine real-world tracks with different weather conditions and a full-featured championship mode. This **summer** the Game Boy is the place to be for hardcore racing fanatics.









Legend of the River King 2

Take an RPG with a plot revolving around Mountain and Sea Gods, lost jewels and more, then add in a whole mess of fishin' and here's what you get. There's over 60 types of fish and insects to collect, trade (with the Harvest Moon 2 cart as well) or toss back into the wild. **Natsume's** releasing LotRK2 this **fall**.







Qix Adventure

The original Qix is rivaled only by Tetris for its simplistic but highly addictive gameplay. This update retains that flavor but also incorporates collecting (over 80 treasures to find), a link-cable Battle Mode (featuring 30 characters) and of course, the original Qix arcade game. **Natsume** will release QA this **fall**.



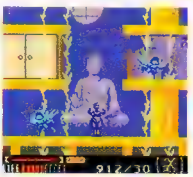




Return of the Ninja

In **Natsume's** new side-scroller avoiding confrontation is as important as fighting, but when push comes to shove, your ninja has plenty of ways to defend himself. He can pick up items, but can also embrace the five elements as weapons: Fire, Wind, Earth, Water and—Heaven?! Slice and dice this **fall**.







Overtake

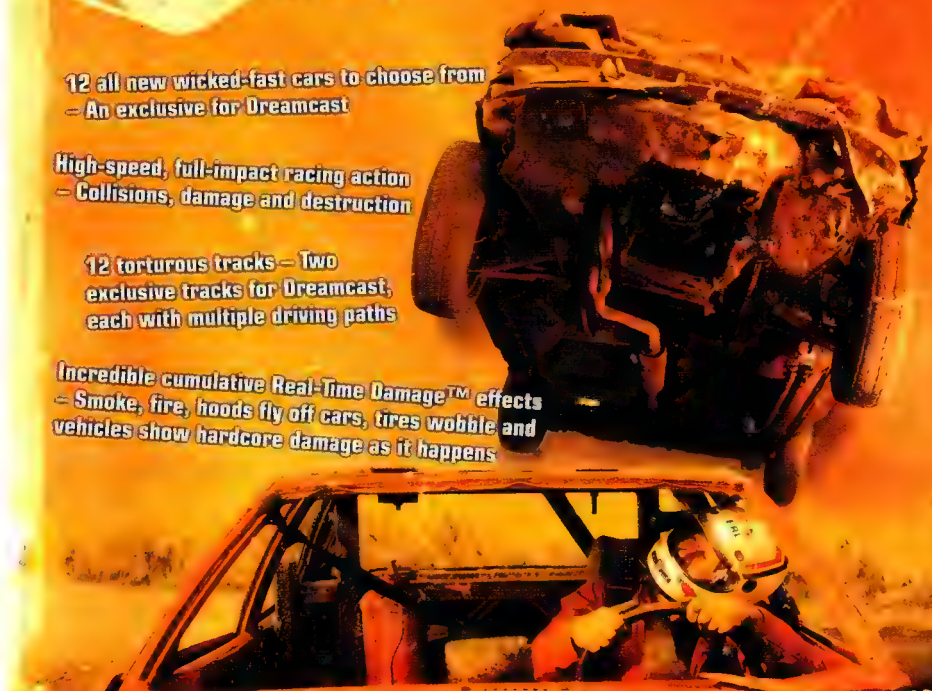
...BY ANY MEANS NECESSARY!

12 all new wicked-fast cars to choose from – An exclusive for Dreamcast

High-speed, full-impact racing action – Collisions, damage and destruction

12 torturous tracks – Two exclusive tracks for Dreamcast, each with multiple driving paths

Incredible cumulative Real-Time Damage™ effects – Smoke, fire, hoods fly off cars, tires wobble and vehicles show hardcore damage as it happens





DEMOLITION RACER™ NO EXIT

To order direct call 1-800-245-7744

DMRCR

Demolition Racer and its programs are trademarks of Infogrames Entertainment S.A. ©2000 Infogrames Entertainment S.A. All Rights Reserved. Developed by Pitbull Syndicate. Sega, Dreamcast and the Dreamcast logo are registered trademarks or trademarks of SEGA ENTERPRISES, LTD. All Rights Reserved. The ratings icon is a trademark of the Interactive Software Association.

Sega Dreamcast.

INFOGRAMES

RATING PENDING RP

For more information on this product's rating, visit http://www.esrb.org/ or call 1-800-771-3772

CONTENT RATED BY ESRB



PREVIEW GALLERY

Armada F/X Racers

Unlike the Dreamcast title, Armada F/X Racers is a racing game. Six very distinct alien species race over six different worlds, and each area requires a different strategy if you intend on finishing first. The graphics are pretty sharp for the GBC. **Metro3D** is shipping this one in **June**.



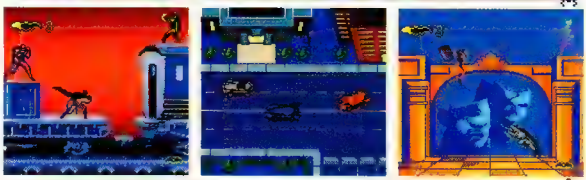
Animorphs

Animorphs pops you into the role of four different TV characters. Over five missions and 12 levels, you'll take the Animorphs on a dangerous adventure. The catch is that you cannot remain an Animorph for more than two hours. Animorphs is scheduled to ship this **September** from **Ubi Soft**.



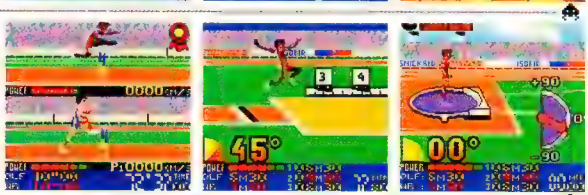
New Batman Adventures

Suit up as either Batman or Batgirl and take on 18 levels of rock-'em sock-'em action in this latest portable offering from **Ubi Soft.** Based on the Warner Bros. cartoon, it's your job to stop a crime wave caused by the simultaneous escape of Gotham's most notorious villains. Coming in **September.**



Carl Lewis Athletics 2000

Apparently **Ubi Soft** wants a share of the Track and Field pie. Ten events are featured in their version of the finger-blistering classic. Most are running-based but javelin, discuss and shotput are offered as well. Two players can play on one Game Boy or compete using the Link Cable. Watch for it this **September.**



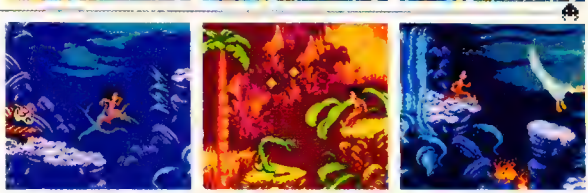
Inspector Gadget

"I'll get you someday Gadget!" **September,** actually. That's when Inspector Gadget hits stores from **Ubi Soft** on GBC and PS. Metro City is being terrorized (or is that, forever terrorized) by MAD agents, and only Inspector Gadget can stop them. Use Penny, Gadget or Brain across five worlds of four levels apiece.



Mowgli's Adventure

This **October** Mowgli will travel through the world of The Jungle Book once again, courtesy of **Ubi Soft.** Making his way from the jungle to the "man village," Mowgli will interact with many characters from the movie, including Shere Khan, Kaa, Baloo and King Louie.



Scientists estimate it took a jillion years
for these formations to become so awesome

It only took NYKO's Worm Light a few months to become awesome*

Now we're announcing our new
product line for NeoGeo Pocket Color

Your universe is now complete





nYko

IMAGINE NO LIMITS

www.nYko.com

*Since its release in September 1998, the Worm Light reached number 7 in the NPD TRSTS Report for January 2000 [illegible] in February. The Worm Light for Game Boy Color remains number 1.

Photo: Eagle Nebula - Courtesy of NASA/[illegible]

To Be Kaintinued...

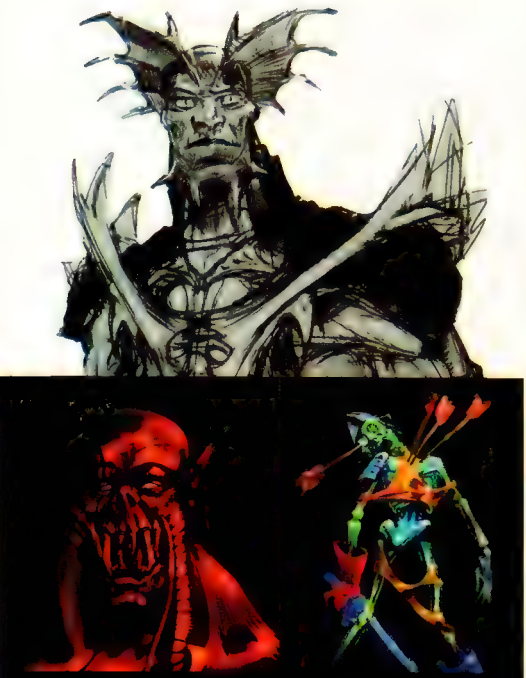
Raziel's cliffhanger concludes next March, when Soul Reaver 2 descends on the Dreamcast and—surprise!—PlayStation 2

by Crispin Boyer

Amazon.com boxes litter Crystal Dynamics offices in Menlo Park, Calif., just south of San Francisco. They're piled in corners. They jut from trash cans. And you'll find the books that came in them—glossy paperbacks about architecture, philosophy, art, religion—stacked to near tumbling on every desk and work table. The Soul Reaver 2 team, which is comprised of nearly all the same folks who worked on the last game, is neck deep in research again, expanding on one of the richest universes in gaming. Both 1996's Blood Omen: Legacy of Kain and last year's Legacy of Kain: Soul Reaver spun gothic stories steeped in philosophy and mythology (betcha didn't know Raziel's name means "secret of god," according to angelology).

But there's one myth Amy Hennig, director of both SR and SR2, would like to see die a quick, nasty death. "People assume that this sequel is just the stuff we cut from Soul Reaver, and it's not," said Hennig, whose first task when she started at Crystal in '95 was to work with developer Silicon Knights on the original Blood Omen. "I guess the comparison here would be between The Empire Strikes Back and Return of the Jedi, in that we had a cliffhanger, and now we have a new story that's not just another 20 minutes. It's like a whole other movie."





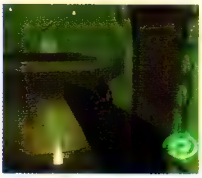
Concept art roll call (clockwise from top): Blood Omen's Vorador returns to the spotlight; one of the new, hard-to-kill Thrall warriors; the limp-winged hero himself, Raziel; and a nightmarish demon.

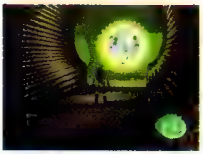
Players who beat SR remember—and probably even griped about—its abrupt to-be-continued finale, which saw Raziel stalk after Kain into a star-swirling time vortex. Some gamers even cried conspiracy. After uncovering dialog sequences on the game's CD that they never heard during Raziel's adventure, cynics figured publisher Eidos and Crystal slapped an ending onto the already late SR and shipped it half finished. Lack of story development for the vampire lieutenant Turel supported that theory.

The truth isn't so sinister. "The stuff we cut was the equivalent of the Silenced Cathedral level from Soul Reaver," Hennig said. "It would have been nice to keep that in, and all the denouement and character resolution, but there was just no time....We couldn't spend five years making that game. It was just as well to do it in two parts. I just wish we had planned that from the start and had a more elegant cliffhanger. That's the only thing I regret. But for all those people who like to pick apart all the game's audio files and try to deduce what we were trying to do with the story, they'll be disappointed, because it's not gonna be like that at all."

Instead, SR2—which hits the PlayStation2 and Dreamcast in March 2001—takes a few of the gameplay elements originally planned for the prequel and drops them into a time-tripping story that picks up right where that game left off. Players start the game as Raziel, with all the abilities he earned last time, including phasing, swimming, scaling walls and constricting. He wields the Soul Reaver at the game's outset, except now he doesn't need a full health coil to whip out the blade in the Material Plane. The reaver is much more crucial to the gameplay this time around—







While you check out SR2's screenshots (taken from the Dreamcast version) keep in mind that the finished game will look much better. The team is still stripping out all the original PlayStation code and tweaking it for the new hardware.



"...for all those people who like to pick apart all the game's audio files and try to deduce what we were trying to do with the story, they'll be disappointed, because it's not gonna be like that."

— director Amy Hennig

by tracking down and dipping his blade into the seven elemental reaver forges, Raziel will gain the new abilities he needs to reach every area in the game (see the Reaver Rack sidebar for more details). The Glyphs, on the other hand, have been removed from SR2 entirely. In their place are spells Raziel must find to open certain portals and figure out puzzles.

Players spend SR2 chasing Kain through three time periods: one set before Blood Omen, during the prehistory of Nosgoth; a period right around the time of that game; and a period soon after. "We're not revisiting the destroyed wasteland world of Soul Reaver in this game," Hennig told us. "We're kinda going back to say, 'Well, the wasteland is unredeemable, but what can we do about the past to change that?'" The pillar area Kain used as his headquarters in SR serves as the central hub of all three time periods, which offer new types of terrain and locations such as swamps, forests and cities (a new on-screen compass will help save you from getting lost).

According to lead animator James Guilford, SR2 will pack many new vampire types, as well as much greater variety of human NPCs and enemies. You'll encounter catlike vampires, hunters clad in stylized swash-buckling attire, the Sarafan warrior priests, vampire- and demon-worshiping sects of humans and other creatures similar to the undead minions and extra-dimensional demons that plagued Nosgoth in Blood Omen. Combat will work pretty much the same as before; Raziel needs to pummel enemy vampires into submission, then do 'em in with a fatal feat such as impaling or hurling them into water—except now he'll encounter hardier vampire types invulnerable to those old-school finishing moves. The skeletal

The Reaver Rack

They may have been sliced from the last game, but the reaver forges are back in a big way in Soul Reaver 2. These wishing-well-shaped structures come in seven elemental flavors—Dark, Spirit, Light, Fire, Air, Earth and Water—and each imbues Raziel's reaver with more uses than a mystical Ginsu.

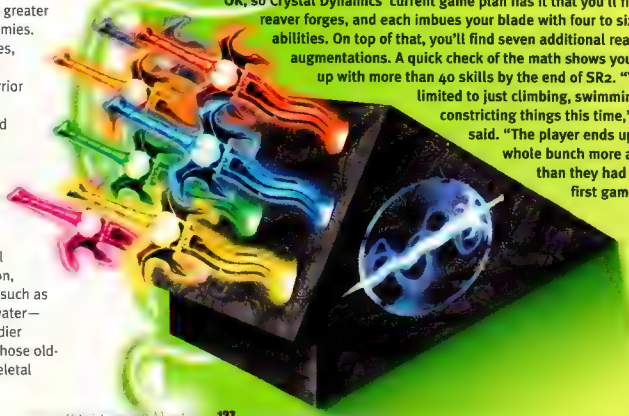
You'll find the forges scattered throughout the game's time zones—usually after figuring out a particular area's puzzles. Once Raziel dips the Soul Reaver into these pits (a feat conveyed via a nifty in-game cinema) the blade is granted between four and six new abilities, many of which you'll need to reach new areas in the game. "We want players to have that 'ah ha!' moment every time they get the new abilities," Hennig said. "You'll say, 'Oh great—there's all these places I can go now that I couldn't go before.'"



Take the Light Reaver, for instance. It glows in the dark once equipped, and you can aim it like a flashlight to inspect murals in the gloom—and see clues you'd otherwise miss. This reaver launches projectiles that turn on lanterns, while you can also strike special elementally attuned symbols to open sealed doors and trigger other events. Reaver types you'll find later in the game bestow more dramatic abilities. You'll use the Spirit Reaver kinda like a hookshot; aim it at special distant tiles in the spectral realm and you'll teleport to that location. In addition to the reaver forges, you'll also find seven reaver augmentations that bestow special charge-up moves. Find the Fire Reaver augmentation and you can cast a ring of fire by holding the attack button. The Dark Reaver augmentation gives you temporary invisibility, the Light Reaver power-up will illuminate an entire room and blind light-sensitive enemies, etc.



OK, so Crystal Dynamics' current game plan has it that you'll find seven reaver forges, and each imbues your blade with four to six new abilities. On top of that, you'll find seven additional reaver augmentations. A quick check of the math shows you'll wind up with more than 40 skills by the end of SR2. "You're not limited to just climbing, swimming and constricting things this time," Hennig said. "The player ends up with a whole bunch more abilities than they had in the first game."





Then and now: Wanna know what a difference thousands and thousands of polygons can make? Take a gander at these mock-up shots of a pillar-lined hallway on the PlayStation (left) versus a hall on the Dreamcast/PS2 (right). The largest rooms in the original PS Soul Reaver were made of about 10,000 polygons. For the Dreamcast and PS2 versions, most rooms will be between 20,000 and 30,000 polys.

Thralls you face near the start of SR2, for example, don't go down when you run them through with a spear. Fortunately, the designers are expanding the combat system to include more types of fatal moves. Some enemies can only be dispatched by decapitation, some are only vulnerable to weapons made from certain materials, etc.

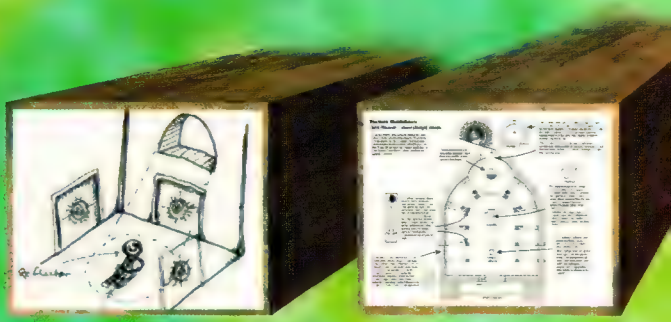
Hennig is still keeping SR2's story a guarded secret, but you can expect key characters from Blood Omen and SR to appear in the game. You'll see Kain and the Elder, of course, as well as Moebius, Ariel and missing-in-action SR2 lieutenant Turel. Raziel will also run into characters from Nosgoth's past, including Vorador and the Sarafan. "What we're doing is reinvesting in the mythology of the original Blood Omen, as well as how it all ties into Soul Reaver," Hennig explained. "Our last game was more peripheral for all sorts of reasons, but now we can really get in there and roll up our sleeves and get back to the mythology, and it's going to be really important for this game and future games that people get familiar with it."

"When we worked on the first game...it was like, OK, here are all your restrictions. Now we can do whatever we have time for."
— artist Matt Mocarski

Of course, you're gonna need the newest hardware to follow along. Crystal recently announced that SR2 will only be available for Dreamcast and PS2. Although the game was originally supposed to be a PS1 title, the team's now ramping up the engine to take advantage of the slicker—and, they believe, more lucrative—new machines. "The impression we're all getting is the PlayStation1 market is dying a quicker death than anybody thought," Hennig said, "and

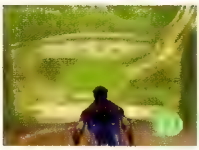
World Builders

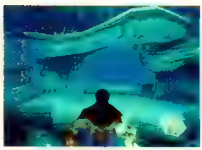
Research, research, research: SR2's designers and mesh artists consult architecture books for ideas, sketch out each level, then map it out in Adobe Illustrator. They walk through the level several times on paper and meet with everyone on the team for feedback. Meanwhile, the texture artists visualize and research what each area should look like. Then the meshers build the level in 3DStudio MAX, the artists add the textures and lighting and—voilà!—a world is born. "We end up with something that looks intentional," Hennig said, "as opposed to something extemporaneous, which I think a lot of games feel like."











whether that has to do with the readily available CD burners and the fact that people are just renting games rather than buying them, who knows. It just doesn't seem like it would be as financially sound as we'd hoped. And obviously, for what we wanted to convey with story and architectural richness and character detail, this new hardware gives us so much more creative freedom."

Not a single member of the SR2 team regrets the decision to move on to the newer hardware. "When we were making Soul Reaver for the PlayStation, it got to the point where we were afraid to add code," lead programmer Marc David told us. "We would add code to support some feature, and then we would have to spend some time removing code from other places and shrinking it. Our memory was so tight. But now we have more memory and can push more polys. The game experience will be much richer."

"And the other really important thing is the frame-rate," chimed in programmer Jason Bell. "The PS2 and Dreamcast versions will run at 60 frames per second. That's one of the reasons the DC version of Soul Reaver looked so much nicer than the PlayStation game. It played so smoothly."

Programmer Scott Krotz added, "Plus, we're going to get into the PlayStation2's vector units. We'll have anti-aliasing. We're going to push the hardware. We have a lot of experience with that."

> "We're going to get into the PlayStation2's vector units... We're going to push the hardware. We have a lot of experience with that."
>
> — programmer Scott Krotz

But while the programmers tweak SR2's engine for the Dreamcast and PS2, it's ultimately up to the texture artists, animators and mesh



Smart Answers to Stoopid Questions

The staff at *EGM* is a nitpicky bunch, and we found a few minor head-scratching contradictions while playing through Legacy of Kain: Soul Reaver. So, since we have way too much time on our hands, we thought we'd clear up four little conundrums while we had the ear of the game's director, Amy Hennig. Sorry, Amy, but we just had to ask...

EGM: Raziel's skin and jaw burn away when he's tossed into the Lake of the Dead at the beginning of Soul Reaver, so why does his hair stay intact?

AMY HENNIG: Because he'd look silly if he was bald. I dunno. It's magical hair, or maybe he just has deep follicle.

EGM: How come Raziel can stand on blocks in the Spectral Realm, but he can't pull or push them?

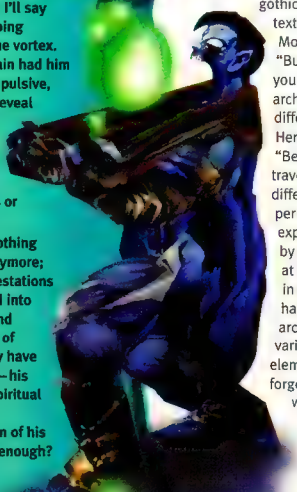
AH: Because if he fell through the world, that would be an A bug. (Editor's note: An "A bug" is a critical flaw that would prevent a game from shipping until it's fixed.) But the real answer is that time stops in the Spectral Plane. So he can stand on a block—it has physical presence—but he can't move or manipulate it because the Spectral Plane is timeless and changeless. That's our story, anyway, and we're sticking to it.

EGM: Why didn't Kain ever sprout wings like Raziel did? We thought those Dark God vampires followed each other's evolutionary footsteps by about a decade or so.

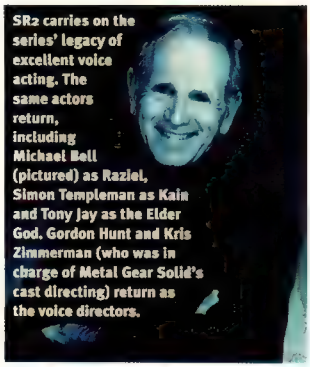
AH: Everyone's on a different evolutionary path, but there's something deeper going on. Without giving anything away, I'll say Kain knew exactly what he was doing when he had Raziel thrown into the vortex. Raziel's wings were a sign, and Kain had him tossed on purpose. He's not a compulsive, jealous creep. Soul Reaver 2 will reveal more of that.

EGM: Why does Raziel's cowl and boots pass to the Spectral Realm with him, but he can't carry other solid items like spears or torches from the Material World?

AH: The tattered remains of his clothing aren't literally material objects anymore; they're more like "organic" manifestations of their former states, now melded into Raziel's being just like his flesh and bones. From a philosophical point of view, Raziel doesn't really literally have a physical body anymore anyway—his appearance is just an illusion, a spiritual manifestation. Therefore all his accouterments are just a projection of his spiritual state. Is that convoluted enough?



builders to make the game shine on the new hardware. "When we worked on the first game for the PlayStation, it was, like, OK, here are all your restrictions," texture artist Matt Mocarski told us. "Now we can do whatever we have time for." Every member of the game's art team stressed to us again and again that SR2 will look much better than the screens you see here (these shots were taken from a version the team started building back when the game was going to be a PS title). The programmers are now in the process of revamping the game engine to take advantage of the new systems' boosted horsepower. We're told to expect a 150 to 200 percent increase in detail in the final Dreamcast and PS2 versions. Monsters will be built from at least twice as many polygons as before. Raziel's character model will be beefed up by about 1,000 polys. Textures will be higher-res and in 16-Bit color. The environments will teem with ambient critters, little animals like dogs, rats, snakes and birds. And all structures in the game will look more curved, realistic and organic; pillars in the DC and PS2 version will be rendered with 18 sides, for example, while pillars in PS Soul Reaver only had six sides. Put simply, SR2's gonna give you a lot more to look at. "The first game was gothic throughout," texture artist Brian Morrisroe said. "But for this game you'll see more architectural differences." Hennig added, "Because Raziel travels between different time periods and explores areas built by different races at different periods in history, we can have a lot of architectural variety. The seven elemental reaver forges, for example, were all constructed by an ancient race of weapons



SR2 carries on the series' legacy of excellent voice acting. The same actors return, including Michael Bell (pictured) as Raziel, Simon Templeman as Kain and Tony Jay as the Elder God. Gordon Hunt and Kris Zimmerman (who was in charge of Metal Gear Solid's cast directing) return as the voice directors.

masters, but each has its own architectural style."

In the end, though, it's not SR2's visuals that the team is most proud of—it's the puzzle system. "We fell back on the block puzzles too often in Soul Reaver just because we didn't have enough tools to make more creative puzzles," Hennig explained. "But the cool thing about this game engine is it's been more and more generalized so the creative power is in the designers' and artists' hands now, as opposed to relying on the programmers. The designers can think up a puzzle and just make it, because the pieces are all there. We don't have to make special-case requests for the programmers to hardwire anything anymore." You'll find puzzles in SR2 that require a lot more exploration and attention to your surroundings. You'll need to examine murals on the walls for clues. In an early level, for example, you'll see a painting of an obelisk blocking the sun. Look nearby and you'll find an obelisk and a giant reflector, which you must rotate to catch sunlight. Pulling the obelisk in front of the reflector creates a magical shadow bridge you can traipse across to reach a new area.



The SR2 team isn't overhauling the gameplay so much as tweaking it. You can impale vampires with burned-out torches now, for example, and you get a handier sight for aiming projectiles in look-around mode.

光速度危険死



Tokyo Xtreme Racer 2







悪魔達はover 100 miles of highway上で
他者の安全も省みずにレースをする。



から逃れる事は
不可能だ。 何故なら彼らもまた
を持っているからだ。











危険死

この脅迫者達は自分達を
ultra-super cool だと信じて
疑わない。彼らはその持てる
力の限りを尽くし闘う。
Emperor of the Streets の名を
手に入れる為に。

速度

路上にたむろする
流浪の一団は名誉ある
シンボルをcreate and
edit logosする。彼らの
忠誠心はこのシンボル
しかshareしない。





© 2000 Genki Co., Ltd. All rights reserved. Published and distributed by Crave Entertainment, Inc. under license from Genki Co., Ltd. Tokyo Xtreme Racer, Crave Entertainment and the Crave Entertainment Logos are trademarks of Crave Entertainment, Inc. Crave Entertainment is a registered trademark in the U.S. All other trademarks and copyrights are the property of their respective holders. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. All rights reserved.

Tokyo Xtreme is meant as a simulation only. The models shown are not actual criminal suspects.

Sega Dreamcast.

RP

CRAVE

Raziel can haul around more than just spears and torches in SR2; he'll often need to carry items from one area to another, thus completing lock-and-key-type puzzles. And since Raziel can't carry physical objects in the Spectral Plane, many of these puzzles require you to invent novel ways of carrying something from point A to point B. "We want players to look around, remember stuff, think about what they're doing and deduce the relationship things have with each other rather than just plowing through the game," Hennig told us. "You're gonna have to use your brain."



"We want players to look around, remember stuff, think about what they're doing and deduce the relationships things have with each other..." — director Amy Hennig

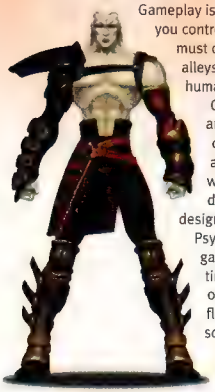


Ultimately, though, SR2 is still early in development, and Hennig emphasized that some of the gameplay elements covered in this feature may be modified when the game hits next March. But Crystal still has plenty of time. The team has already learned the hard way what happens when you try to cram too much into a single game. And they plan to make SR2 much more than just the conclusion to the first game's cliffhanger. Crystal Dynamics wants Kain and Raziel's universe to fuel an ambitious franchise; this game—more so than its two prequels—will set the stage for all things to come. "This isn't sloppy storytelling," Hennig said. "We're spending a lot of time making sure we're paying attention to the consistency, and I think fans of the series will appreciate that."

What's Next?

Just downstairs from the Soul Reaver 2 team, another cadre of coders, artists and designers—half of them veterans of the Gex and Akuji projects, the other half new to Crystal Dynamics—is working on a separate Kain PlayStation2 game not due for release until Christmas 2001. Tentatively titled Legacy of Kain: Blood Omen II, it's the direct hush-hush sequel to the 1996 PlayStation original, and it's being built from the ground up to take advantage of the PS2 hardware.

The game kicks off about 200 years after the original Blood Omen: Legacy of Kain—way before the blood-sucking star turned the world into the wasteland seen in Soul Reaver. As Kain, you spend the game prowling through Meridian, a bustling human city caught in an age of renaissance thanks to the harvesting of Glyph Magic. Gameplay is similar to Tenchu and Metal Gear Solid; you control Kain from a third-person view and must often hide in shadows, creep through alleys and leap across rooftops to hide from humans and the vampire-hunting Sarafan.



Of course, since Kain's gotta eat just like any other hard-working vampire, human contact is inevitable. "The nice thing about this game is you get to play a guy with an evil side to him," said lead designer Mike Ellis, who previously designed Colony Wars and CW: Vengeance for Psygnosis. "And every character in the game is a potential food source." Feeding time's handled just as it was in the PS original: You suck blood from victims in a flowing stream that shoots across the screen—except now the extra power of the PS2 means you'll see plasma splatter Kain's clothes. Speaking of detail, Meridian will teem with an unwashed mass of shopkeepers, peasants, even mangy dogs and rats. Crowds will react intelligently to your actions. Folks will eye you when you pass by and call the guards if you draw a sword or perform supernatural feats. "A lot of the game evolves around how you feed on people," Ellis said. "If you discreetly pull someone into an alley and feed, you won't get caught. But if you snack on humans in the middle of the street, you'll have a lot of problems with the guards."

BO2 is broken into consecutive levels with goals rather than hubs that let you revisit areas as in SR. Kain starts with the basic vampire tricks (he can suck blood and become nearly invisible in shadows), but as he beats bosses he'll gain "Dark Glyph" skills, including super leaps and a charm trick that'll have weak-willed humans doing his bidding.



BO2 is the first of several planned spinoffs that will take the Kain mythology in new directions. Many of the characters covered in SR2 will be further developed in this game. "It's kind of like the *Star Trek* TV spinoffs," executive producer Andrew Bennett told us. "*Next Generation* and *Deep Space Nine* have their own characters, themes and settings, but they're set in the same universe. We want the Blood Omen and Soul Reaver fans to really feel as though they're playing characters in a totally consistent world."

HOT DREAMCAST SOFTWARE



BEST BUY®

PRODUCTS RANGE FROM TEEN TO MATURE
T-M
CONTENT RATED BY ESRB
ANIMATED VIOLENCE
ANIMATED BLOOD & GORE

Visit www.esrb.org or call 1-800-771-3772 for Rating information.

CAPCOM®

BEST BUY®

$5 off

Street Fighter Alpha 3
Resident Evil Code : Veronica
or Plasma Sword for Sega Dreamcast

BEST BUY®

Cashier Instructions:
Verify product qualifies
Scan coupon UPC
Highlight item
Press "Item Discount"
Press tab
Enter "500" and press "Enter"

One coupon per person. Limit two $5 discounts per coupon. Offer is for individuals, not businesses. Must present coupon at time of purchase. No photocopies or facsimiles accepted. See store for details. Certificate value is 1/100th of one cent. Not valid in combination with any other coupon, discount or promotional offer. No dealers please. © 2000 Best Buy. Expires Sept. 1, 2000

4 00039 33505 8

Sega, Dreamcast and the Dreamcast logo are trademarks of SEGA CORPORATION. © SEGA CORPORATION, 2000. All rights reserved. SEGA is a registered trademark of SEGA CORPORATION. CAPCOM is a registered trademark of CAPCOM CO., LTD. STREET FIGHTER ALPHA is a registered trademark of CAPCOM CO., LTD. RESIDENT EVIL CODE: Veronica © CAPCOM CO., LTD. 2000. © CAPCOM U.S.A., INC. 2000. ALL RIGHTS RESERVED. PLASMA SWORD © CAPCOM CO., LTD. 2000. © CAPCOM U.S.A., INC. 2000. ALL RIGHTS RESERVED. CAPCOM is a registered trademark of CAPCOM CO., LTD. All other trademarks are owned by their respective companies. Sega and Sega Enterprises, LTD. are registered trademarks or trademarks of Sega Enterprises, LTD. The ratings icon is a trademark of the Interactive Digital Software Association. This promotion is not affiliated with Sega Enterprises, Ltd., Sega of America Dreamcast, Inc.

Review Crew

This Month...

Total number of N64 games we received for review last issue: 0. Total number this issue: 1. Total number of N64 games *worth playing* we received this issue: 0. We might be worried about Nintendo's aging machine if it wasn't for their strong showing at E3—hopefully we'll get our hands on some of that lovin' (like Kirby 64: The Crystal Shards and Starcraft 64 at least) next month, so sit tight Nintendo fans and keep the faith. Hey, you got Perfect Dark, right? Go play that some more. Meanwhile, this month begins Square's "Summer of Adventure" onslaught of RPGs, which, so far, seems more like a "Summer of Mediocrity." Maybe Chrono Cross can turn the tide next month.

Our Philosophy

10 9 8 7 6 5 4 3 2 1 0

EGM rates games based on how they compare with other titles on the same system. The highest score we'll give a game is a 10. When a game receives a 10, you can rest assured it's one of the best games ever made—a revolutionary title that truly stands above everything else in its genre for its time. At the other end of the spectrum sits the lowest score a game can receive: a 0.0. This is the kind of game you want to avoid at all costs. It's pure crap, as our scale (above) explains. In the middle lies the average grade, 5.0. We repeat: 5.0 IS AN AVERAGE GRADE. Simple, ain't it?

Our Awards

Platinum Awards go to games that get three 10's, the best and rarest review a game can get.

Gold Awards go to games whose average score equals 9.0 or higher.

Games that average at least an 8.0 receive **Silver Awards.**

The Players....

Crispin Boyer

If Cris reviewed "Monster Parties," the game he built with RPG Maker, he'd rate it a 0.0, "because it takes 10 minutes to beat and the plot's retarded," Cris says.

Favorite Genres
Action, Adventure

John Davison

John's become something of an overnight success. His creation, MEProject, is burning up mp3.com, he's now a $15-aire, babe. Oh, he still likes games too.

Favorite Genres
Action, Racing, Dancing

Joe Funk

Joe's being pulled into the EverQuest vortex, but he's promised to bring some balance back to his life—at least until the online console games arrive.

Favorite Genres
Sports, Monster Parties

Dean Hager

E3 was a gas. Dean had a lot of fun with NFL2k1, Madden (PS2) and all the free beer. Next year he hopes for even more free beer.

Favorite Genres
Sports, Racing

Chris Johnston

After deadline, CJ's going to sit down and finish watching those DVD box sets—Magic Knight Rayearth and The X-Files Season One. Mmmm, Pokémon cereal.

Favorite Genres
Adventure, Puzzle, Music

Sam Kennedy

Now that his Fight Club DVD arrived in the mail, Sam is spending a couple of days exploring its many features. After that, he'll play more RPG Maker.

Favorite Genres
Action, RPG

Kraig Kujawa

After spending blissful hours play testing Monster Parties for Crispin, Kraig's expectations for games have risen markedly. He can't wait for a PS2 version.

Favorite Genres
Sports, *EGM* RPGs

Mark MacDonald

Realizing late one night on deadline how peaceful the empty *EGM* offices were, Mark decided if he poisoned the water, it could *always* be that way. Meheh...mehaha!

Favorite Genres
Action, Adventure, RPG

James Mielke

The Milkman forgot to deliver his intro this month, apparently too busy importing pachinko simulators and whispering sweet nothings to Seaman.

Favorite Genres
Action, RPG, Fighting

Andrew Pfister

Andrew got his grades back this month, prompting celebrations at local drinking establishments. What'd he get? Well, the important thing is that he passed.

Favorite Genres
RPG, Action

Greg Sewart

Greg finally discovered Pokémon this month and he's hooked. We figure it's because Pikachu must never have made it behind the "maple curtain."

Favorite Genres
Racing, RPG, Pokémon

Shawn Smith

In addition to reviewing some mediocre titles this month, Shawn spent a lot of time as Lead Artist on Crispin's RPG Maker game called Monster Parties.

Favorite Genres
Action, Adventure

Game of the Month



Wario Land 3 **Pg. 152**

The Game Boy lives! And we ain't talkin' about those dirty Pokémon critters. Although it faced some stiff competition from Marvel vs Capcom 2 and the sleeper RPG Maker, Mario's feisty nemesis Wario managed to steal the sole *EGM* Gold Award this issue along with Game of the Month honors. Who can't love a character who gets set on fire, zombified, crushed and frozen every few minutes? No matter how many times we saw his evil pants go aflame, we couldn't help but laugh. Being bad never felt so good. Now the burning question: Will Luigi's evil counterpart Waruigi (from the upcoming N64 title Mario Tennis) get his own handheld adventure?

EDITORS' CURRENT FAVES

1	Wario Land 3 Nintendo	
2	Perfect Dark Rare	
3	RPG Maker Agetec	
4	Legend of Zelda: Majora's Mask Nintendo	
5	Tony Hawk's Pro Skater Crave	
6	Samba de Amigo Sega	
7	Virtua Tennis Sega	
8	Seaman Sega	
9	Marvel vs Capcom 2 Sega	
10	Gran Turismo 2 SEGA	

Draconus



Publisher:	Crave
Developer:	Treyarch
Featured In:	*EGM* #127
Players:	1
Supports:	Jump Pack
Best Feature:	Level Design
Worst Feature:	Enemy AI
Web Site:	www.cravegames.com

When I first started playing Draconus, I wasn't very impressed. It seemed like some sort of fancy-looking medieval version of Fighting Force—obviously, not a good impression to have floating around in my melon. But as I played it, and got into the intricacies of the battle system, figured out how particular levels worked and found what items I needed to advance, a lot of my negative first impression dissipated. **The story is interesting, with excellent narration.** I also like how you can pick from one of two warriors at the start of the game, and upgrade various offensive and defensive traits as you progress through levels. The visuals (including the detailed character models, textures and effects), and the ambient and battle sound effects are well above-average. The design and detail of the levels is downright amazing as well. The animation, however, is not awe-inspiring. In fact, it's just plain ridiculous most of the time, with all of that wacky flipping and weird side-stepping. It really should've been tweaked a lot more. And while I'm talking about the game's problems, the puzzles are too easy, and a lot of the enemies are in desperate need of an IQ boost (as are most of the bosses). The voice-overs are really silly, and the humor is cheesy and unnecessary. Still, even though it's a tad rough around the edges, Draconus as an above-average action/adventure stands on its own. **Shawn**

It's a good thing I stopped playing Draconus when I did, because if I had to hear one more horrid voice actor ramble, I might have hung up my reviewin' pants. Draconus has lots of really annoying traits that, if done properly, could have given this game the polish to make it really stand out. Instead, it's a decent action-adventure that drowns in a sea of glitchy graphics, annoying camera angles and ugly player animation. But, **just when you start hating this game, something cool happens,** such as a cool sword fight, or a really well-designed level. You just never know whether you want to break the disc in half or sit back and enjoy the ride. **Kraig**

A beautiful-looking game that obviously has some beefy production values, I'm a little bummed to report that Draconus almost feels over-produced. From exaggerated player movements to the fact you start with a decked-out arsenal, I was contemplating these obtuse irregularities as much as I enjoyed playing the game. In most games like this the excitement comes from building your character up, and while there's definitely some cool power-ups in Draconus, this adventure requires more brawn (in the form of action) than brains. In the end, though, it **manages a slight twist on an otherwise traditional gaming experience**. **Joe**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	7	7

MagForce Racing



Publisher:	Crave
Developer:	VCC Entertainment
Featured In:	*EGM* #132
Players:	1-4
Supports:	Jump Pack
Best Feature:	Smooth framerate
Worst Feature:	Tripod vehicles
Web Site:	www.cravegames.com

You may remember this as Killer Loop when it come out for the PlayStation several months ago. Since then it's been improved in several ways, including more tracks and a multiplayer option. Yet even in this prettier incarnation MagForce Racing is still a giant Wipeout rip-off. The tracks, the futuristic themes, the techno soundtrack...it's all very similar. But the one element they should have copied they didn't—the vehicles. **The game's tripod ships are not only ugly, they're hard to control.** If you've ever pushed a three-wheel cart you know what I'm talking about: The front wheel tends to drift to one side causing the back end to follow suit. I believe the term is "dog-walking," and it's the same thing in the game. There's a way to powerslide but it doesn't make the oddball handling any easier to stomach. The tracks, on the other hand are pretty good. The magnetized cars can stick to every portion. Copious amounts of loops, tubes and corkscrews create an effect similar to riding a roller coaster—I really like that. Unfortunately the tracks alone don't sell the game. When you factor in the awkward handling and the insane framerate things get out of control fast. Keeping your perspective while careening all over the track is a monumental challenge. Add the occasional cheap shot by the AI vehicles and you have a mixed bag of tricks. Multiplayer is decent however. Fans of the genre should rent MagForce. **Dean**

This is one of the worst Wipeout clones I've ever seen, and over the last few years I've seen a ton. MagForce is one of the most boring and uninspired racing games to hit a console, not to mention one of the ugliest. Apparently, in the future, everyone races in really ugly tripods that slip, slide and sputter around the race tracks and draw energy from green pebbles spilled on the road. Now doesn't that sound fun? The power-ups and weapons should have been a strength of this game, but instead they are laughable. Believe it or not, I've seen better special effects in early PlayStation games. Need I go on? Just stay far away from this stinky embarrassment. **Kraig**

A souped-up-for-DC version of PS classic WipeOut, MFR puts you in futuristic vehicles racing through tubular courses, collecting power-ups along the way. While the game is an eye-catcher if you happen to have friends over watching, appearances don't necessarily translate into fun here. **While a solid-looking and feeling game, MFR did a better job of wreaking havoc on my equilibrium for several hours than it did in entertaining me.** It doesn't help that the vehicles always seem to be sliding slightly to the left and right rather than going straight down the track. There's better racing games out there, but if sliding through tubes is your thang than check this one out. **Joe**

VISUALS	SOUND	INGENUITY	REPLAY
6	6	6	6

Marvel vs Capcom 2

EGM SILVER



Publisher:	Capcom
Developer:	Capcom
Featured In:	*EGM* #131
Players:	1-2
Supports:	VGA Box, Jump Pack
Best Feature:	Awesome graphics and gameplay
Worst Feature:	It doesn't cook breakfast
Web Site:	www.capcom.com

This game is something special. Despite the deluge of Street Fighter-related software Capcom has released up until now, Marvel vs Capcom 2 stands out as state-of-the-art in fighting games. Combining a simpler control scheme, gorgeous hi-res 2D/3D backgrounds and super-fast gameplay, MvC2 takes Capcom's "versus" series to a new level. Going for a four-button control setup was a great idea as it doesn't penalize Dreamcast owners because of the funky DC pad. The action can get kind of hectic though, making this a thumb-cruncher. The graphics really benefit from the move to the Dreamcast (and NAOMI) hardware. While the characters are still 2D sprites, comparable in animation quality to Capcom's CPS-II stuff, just about everything else, from background graphics to explosive effects are rendered in VGA box-worthy hi-resolutions, running at 60fps, all while showing off sexy transparencies with no slowdown. Whereas the first MvC put you 2 vs. 2, the sequel triples the madness by making it a 3-on-3. Marvel vs Capcom 2 also nearly triples the roster of the previous version with characters like Jill Valentine (Resident Evil), Tron Bonne (Mega Man Legends), Captain Commando, Hayato (from Star Gladiator/Plasma Sword), Cable and Marrow making their virgin appearances in a 2D fighting game. **If you dig on 2D fighters, this is the cream of the crop.** A must-buy for 2D fighting fans. **Milkman**

The first MvC on the Dreamcast was well-done, make no mistake. But it's safe to say that the sequel blows it out of the water in just about every respect. **This game is to 2D fighters what Soul Calibur is to the 3D genre.** The fact that you "buy" new characters and backgrounds through points earned during gameplay is a welcome addition. The 3D backgrounds are so well-done they look hand-drawn, and as you'd expect, the 2D characters animate flawlessly. The biggest improvement is the four-button control scheme, which makes for a perfect match with the DC controller. Fighting fans need look no further for their 2D fix. **Greg**

Although I have never been a big fan of the series for some very basic reasons that don't change in MvC2—**the gameplay is just too frantic and unpredictable for my tastes**—I must say this is by far my favorite of Capcom's "versus" games. So what makes this one better? The new control scheme works great—especially for a more casual fighting game fan like myself—and the graphics (awesome backgrounds), animation and characters (especially Jill from Resident Evil and the Servbots from Tron Bonne) are topnotch. If you like your fighting fast and furious, with big number combos and screen-filling mayhem, look no further. **Mark**

VISUALS	SOUND	INGENUITY	REPLAY
9	8	8	9

Rainbow Six



Publisher:	Red Storm Entertainment
Developer:	Pipedream
Featured In:	*EGM* #123
Players:	1
Supports:	Jump Pack
Best Feature:	Realistic, lots of missions
Worst Feature:	Complicated controls
Web Site:	www.redstorm.com

Unlike the embarrassingly dummied-down PlayStation version, Rainbow Six on the DC has everything the PC game does, plus more missions. **What it doesn't have, however, are intuitive controls.** This is probably the most complex Dreamcast game on the market. Since you control a tactical squad of troops equipped with lots of gadgets, it takes an awful lot of button combinations to keep things in hand. After all, on the PC you have the luxury of a keyboard and mouse. For the first few missions you'll be fumbling about and sometimes you'll feel like you're fighting your control pad as much as you are the terrorists. Having the instruction book in front of you helps, but not as much as it should—a lot of the subtleties in the game aren't covered at all in the crappy manual. Once you finally get into the swing of things, you'll find that Rainbow Six is a very satisfying tactical game that is a welcome alternative to the crowd of cookie-cutter first-person shooters out there. Not only do you complete your missions by being stealthy, but also by planning ahead of time. Properly outfitting your troops and having them work together is key (through orders and planning on a map), but the game's flaky AI makes them stumble about, sometimes rendering that planning useless. Between that and the controls, R6 can be very frustrating, but if you can grit your teeth and be patient, you'll probably enjoy the game. **Kraig**

Oh, you'll find plenty of reasons to cringe at Rainbow Six. It's got blocky, as-seen-on-PC visuals. Control is downright grueling; figuring out the button combos to switch weapons, change views, jump to different team members, etc., is about as simple as mastering Tekken combos (I wish this game supported the keyboard). **And where's the multiplayer cooperative mode? Even the N64 version's got that!** But give this game a chance. It's got the infamous and intense one-hit-and-yer-dead gameplay, and the mission planner is surprisingly rewarding once you get the hang of it. Just be sure to twiddle with the training missions 'til you master the controls. **Crispin**

I'm blown away by the depth of this game. As a PC port nothing was compromised. In fact, there are even more options and features including extra missions. Once you get accustomed to the commands (there are many, believe me) and settle into the rhythms of this game you're going to love it. **Mission plans are deep with detail and can be customized to the hilt.** Characters gain skill with each successful campaign. Eventually you can simply command your boys to do the dirty work for you. It's not an easy game either—enemies are surprisingly clever most of the time. If you don't mind a steep learning curve, Rainbow Six is well worth the money. **Dean**

VISUALS	SOUND	INGENUITY	REPLAY
6	6	8	6

Space Channel 5



Publisher:	Sega
Developer:	Sega
Featured In:	*EGM* #128
Players:	1
Supports:	Jump Pack, VMU
Best Feature:	Funky music, graphics, flash
Worst Feature:	Video is sometimes out of sync
Web Site:	www.sega.com

It's not often that a game comes along that's as fun for the hardcore gamer as for someone who's never held a control pad in their life. Space Channel 5 is such a game. Part of what makes this one so engaging is its style—the mix of funky and futuristic is a visual feast. The story flows along at a nice pace and takes some whacked-out turns, especially toward the end. But it's the music that really steals the show—groovy enough to make you want to jump out of your seat and start dancing along. Sure, the "game" is pressing the correct buttons in a rhythmed sequence (a la "Simon Says"), but it feels like more of a game than previous music titles like PaRappa or UmJammer Lammy. Bottom line is **it's fun no matter if you're playing or just watching.** Voices are excellent—Apollo Smile makes a great Ulala. But the game's not without its problems. Video backgrounds are often out of sync with the real-time characters as camera angles switch, which doesn't slow down the pace of the game but can occasionally be distracting. The game is also a tad on the easy side, especially if you've had experience with other music games, but there are enough extra paths and character profiles to unlock that give it some extra life. All in all, SC5 is another good example of a DC game that challenges what you think of a genre. If you enjoy listening to fresh tunes and playing games for the simple fun of it, this is for you. **Chris**

As their first attempt at a music game, Sega's to be commended for Space Channel 5. Dancing through Ulala's adventure is the most fun I've had in this genre, and that's relative to some stiff competition. The combination of polygonal characters and FMV backgrounds in each area works surprisingly well, but does lead to some awkward camera angles. The simple control scheme means anyone can have a good time with this one. The major drawback is the fact that the game is literally over within a half hour—that's **a tad too short for my $0 bucks.** Real fans of the genre should still buy SC5, but anyone who's unsure should definitely rent first. **Greg**

Even for a rhythm-based game, Space Channel 5 is incredibly simplistic—it's all up, down, left, right, shoot-shoot, shoot-shoot. **There isn't the gameplay or long-term value of PaRappa or Bust-A-Groove, but on a purely superficial level they don't come any slicker than this.** You have to at least see and hear this game once; rent it, borrow a friend's copy, whatever. The groovy retro-futuristic designs, fluid animation and catchy tunes combine into one freaky experiment that's unlike anything else. Like those little plastic kiddie pools from Wal-Mart, Space Channel 5 is horribly shallow but somehow fun for a few hours anyway. **Mark**

VISUALS	SOUND	INGENUITY	REPLAY
9	8	8	7

Super Magnetic Neo



Publisher:	Crave Entertainment
Developer:	Genki
Featured In:	*EGM* #128
Players:	1
Supports:	None
Best Feature:	Colorful graphics
Worst Feature:	Cheap deaths
Web Site:	www.cravegames.com

I really wanted to like this game. I really did. As I fought through the first few levels, Magnetic Neo seemed to have everything going for it: interesting, colorful graphics, plenty of levels, and a rather, erm, original character. I mean, how could you possibly not like the game's endearing lead character who looks like a cross between a smurf and a magnet? His animal magnetism isn't just window dressing, either. The best parts of this game involve using Neo's magnetic fields to attract or repulse him to various things scattered throughout the levels. But the novelty wears off once the levels get mind-numbingly difficult. In a platform game a certain number of dying is to be expected, but in Magnetic Neo just about every misstep results in a loss of a life. Cheap, cheap deaths. What makes it worse are the imprecise controls and large number of precarious jumps early in the game, which just keep getting worse. Adding more frustration are the oodles of stressfully narrow platforms that you must carefully walk across—a feat made more difficult by annoying camera angles. And let's not forget the enemies, most of which can kill your character by only touching him once. If Magnetic Neo had a better learning curve and was a little more forgiving, **this could have been a classy platform game** for the Dreamcast. But as it stands now, only hardcore gamers with nerves of steel should bother. **Kraig**

I have so many problems with this game. Where to start...one-hit kills. One hit, you're dead, back to the checkpoint, repeat. There are invulnerability capsules, but they only protect for one hit from enemies, (not falling). In Crash Bandicoot, the camera was pretty well fixed behind you or to the side. In Neo, it pans around while you're moving, making it *extremely* difficult to judge distances. I wished there was a button that'd get the damn camera behind me. Alas, there isn't. The graphics are good, don't get me wrong—this is a nice-looking game with an excellent style. But **with all the camera and control problems, this is too hard to be any fun.** **Chris**

Better known for Tokyo Highway Battle and Jade Cocoon, Genki isn't the first name you think of when you think of traditional character-based platform games. Well that's exactly what Super Magnetic Neo is: an old-school action-platformer, with a magnetic twist. By shifting Neo's polarities, you can push or pull objects and enemies depending on their magnetic properties. **The visual/gameplay mix of Silhouette Mirage and Crash Bandicoot is cool,** with a wacky day-glo world reminiscent of Ren & Stimpy, but the big problem is that the game is so difficult. In less you're into tough games, you may want to rent before you buy this one. **Milkman**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	6	4

In Real Life, Guts and Lara would play with each other... not with you.

$10 OFF EVERY ORDER.* $20 OFF ORDERS OF $100 OR MORE. USE VIP CODE EGMG2



Real life sucks. Go to www.gamedealer.com

GAMEDEALER.COM℠

395 Hudson Street, New York, NY 10014
1-800-610-2614

USE VIP CODE EGMG2 IN THE SHOPPING CART TO RECEIVE YOUR DISCOUNT.

UGO

*Available on orders of $30 or more and valid through August 31, 2000. Limited to one per customer. Gamedealer accepts Visa, Mastercard, American Express, Discover and Flooz.

©2000 UGO Networks, Inc. All rights reserved. GameDealer, UGO and UnderGroundOnline are trademarks and service marks of UGO Networks. ©1999 ASCII Corp./YUKE'S, ©Kentarou Miura/STUDIO GAGA ∞E HAKUSENSHA, ©Kentarou Miura/HAKUSENSHA ∞E VAP ∞E NTV. Published by Eidos Interactive Sword of the Berserk: Guts' Rage is a trademark of Eidos Interactive, Inc Eidos, Eidos Interactive, Eidos Interactive logo and Tomb Raider logo are registered trademarks of Eidos Interative, Inc. Lara Croft, Core and the Core logo are registered trademarks of Core Design, Ltd. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. The rating icon is a trademark of the Interactive Digital Software Association. All other trademarks are the property of their respective owners All rights reserved.

MATURE M CONTENT RATED BY ESRB

Sword of the Berserk: Guts' Rage™

TEEN T CONTENT RATED BY ESRB

Tomb Raider The Last Revelation™

Duck Dodgers



Publisher:	Infogrames
Developer:	Paradigm Entertainment
Featured In:	*EGM* #119
Players:	1
Supports:	Rumble Pak
Best Feature:	Looney Tunes graphics
Worst Feature:	Simple gameplay
Web Site:	www.infogrames.com

The best way to describe the camera in Duck Dodgers is "herky-jerky" (thanks to Chris Johnston for the term). For some reason, the view in this game is constantly moving. If you turn just a little bit, it quickly swings all the way around your character. And since you're always moving (like in...uh...most games these days), the camera is jumping around all over the place—it makes taking on enemies and judging where the edge of ledges are a real pain in the neck. And get this: If you jump on a rotating platform, the camera rotates with the platform. You have no real bearing on when and where to jump. Strange and annoying. **If you look beyond this camera problem, things don't really get any better**—Duck Dodgers is average to begin with. It's one of those games that could either be a halfway-decent kid's game, or a terribly average regular 3D action/adventure. Although occasionally innovative, most of the puzzles are extremely simple and tedious, and the levels drab and boring. And I haven't even got into the awkward graphics, choppy framerate and terrible music and sound effects. All in all, the game is simply blah. You could play it, but there's no really good reason to. In fact, if you accidentally bought this, take it back and save up your dough for Banjo Tooie. But please do remember: Kids may like running around as Daffy Duck, hearing repetitive noises and stomping on funny cartoon enemies. **Shawn**

Looney Tunes games seem to fall into the nothing great, nothing awful category. And Duck Dodgers is no different. It's a run-of-the-mill 3D platform game with a camera system that **swiftly succeeded in giving me a headache.** Some of the little touches here are brilliant, like levels that are more like "missions" and music that changes with the speed of your sneaking around. The flat, lightly shaded polygon environments look like the 'toons they're based on, but sometimes also make it difficult to tell where doors are and judge depth. Control is an exercise in frustration, and Daffy's voice gets annoying and repetitive really quickly. Rental at best. **Chris**

I don't understand how Paradigm (the makers of PilotWings 64, by the way), would bother making such an obviously lame platform game. The minute you turn it on, the blurry, choppy graphics give you an uneasy feeling that picking up the controller is a mistake. The gameplay is decent at times, but that's as good as it gets. **The rest of it is as fun as eating week-old beef jerky.** The worst part is the white noise they call "music" that drones on relentlessly in the game. The only thing that saved me was that you could turn it off—too bad that's not the default option. Using Looney Tunes in a platform game is a good idea—just not like this. **Kraig**

VISUALS	SOUND	INGENUITY	REPLAY
6	3	4	4

Armorines



Publisher:	Acclaim
Developer:	Distinctive Developments
Featured In:	N/A
Players:	1-2
Supports:	Dual Shock
Best Feature:	Exploding spiders
Worst Feature:	The graphics are pretty ugly
Web Site:	www.acclaim.com

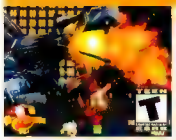
Despite some unique story elements and characters, Armorines hardly supports an original plot (aliens invade Earth) and the overall game gave me the unmistakable feeling I'd seen this all before. It's a classic first-person shooter—this time you play futuristic commandos trying to repel insectoid aliens (think Duke Nukem crossed with *Starship Troopers*). **The graphics are surprisingly primitive for a modern PS title, and while the game is playable, I never got emotionally involved.** Heck, I was much more immersed in Acclaim's Alien Trilogy with its eerie atmosphere (and that was a first-generation PS game). In Armorines though, I methodically waylaid the insects with about as much passion as I have when I mow my lawn. The game just can't match the depth of heavyweight contemporaries like Perfect Dark or Medal of Honor. To make a first-person shooter stand out you've got to do something exceptional. Armorines does not. I hoped to find some redemption in the multiplayer modes, but there wasn't much there either. However, I don't want to hammer a game too hard though that doesn't do anything horribly wrong. The mediocre parts add up to a mediocre finished product. If you're a hardcore fan of shooters and have got to play and beat them all then by all means buy it, but if you already own the top-tier titles in this category (Quake II, MoH), don't bother with Armorines. **Joe**

Armorines has me frustrated for a number of reasons. For starters, spotting spiders against like-colored backgrounds is darn near-impossible. **When you can't see a giant bug standing directly in front of you there's a problem.** My other complaint involves the accuracy it takes to kill them. Seems like you have to nail 'em right between the eyes. Meanwhile they blast the crap outta you. At least in the N64 version the enemies are back-lit so you can see them. Last complaint: When my character meets his demise after a valiant battle, I like a little more fanfare than just an instant black screen—geesh. I can't recommend this one. **Dean**

The N64 version of this game was far from stellar, so I figured this one would be mediocre at best. Of course, I gave it the benefit of the doubt, as the developers had ample time to fix the problems found in the sister version (taking into consideration the technological limitations porting a game from one system to another). Unfortunately, the game is exactly the same. Instead of the fog found in the N64 version to cover up draw-in, objects just pop up out of nowhere, and have little or no detail. Besides, the missions are just not fun. With Medal of Honor and Quake II available, I really can't think of a reason to bother with Armorines. **Shawn**

VISUALS	SOUND	INGENUITY	REPLAY
3	3	4	4

Fur Fighters



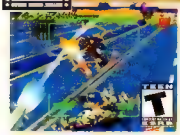
	Acclaim
	Bizarre Creations
	EGM #129
	1-4
Huge variety of gameplay styles	Jump Pack
Some areas get tedious	www.furballs.com

You may *think* you fought big bosses in past games, but just wait 'til you go face to face—actually, make that face to foot—with some of the level guardians in Fur Fighters. These Kong size beasts could step on Bowser and not even know it. **"Bigger is Better" seemed to be Bizarre Creations' golden rule when they made FF.** The seven humongous nub worlds are dwarfed only by the sprawling levels themselves. Scenery stays interesting throughout, despite some bland textures. You'll scurry through a giant house populated with dino people, for example, and bound in low-G through a spinning space station. The basic gameplay is standard adventure-game collect-'em-up stuff, except with a pick-the-right-character-for-the-job twist that's highly derivative of Donkey Kong 64. Levels do get tedious, though; you're often forced to backtrack. But an enormous variety of mini-games - you'll shoot hoops, land a jet, drive a sub, etc.—keep things interesting, while the multiplayer mode delivers the first fun and smooth deathmatch action on the system. **Crispin**

VISUALS	SOUND	INGENUITY	REPLAY
7	6	5	7

Virtua On: Oratorio Tangram

EGM SILVER



	Activision
	Sega
	EGM #122
	1-2
Solid, colorful graphics	Jump Pack
Noticeable slowdown in multiplayer	www.activision.com

Virtual On gained a sort of cult following on the Saturn, and **it's safe to say fans of the original will be ga-ga over Virtual On: Oratorio Tangram.** It seems like Activision knows not to mess with a good thing, so you're basically getting the Japanese version of the game (sans the all-important twin-stick controller). VO:OT features a full single-player mode, a somewhat underwhelming training section and the always-exciting split-screen multiplayer mode. In two-player mode you have a choice of a horizontal or vertical split, as well as two different settings featuring "windows" that don't fill up the screen. Although the windows are a tad small, they don't suffer from the slowdown seen in the full screen-split modes—an unfortunate problem with this game considering how silky-smooth and pretty it looks during any of the single-player outings. The only other real downfall is the learning curve using the standard DC controller. Otherwise it's full-speed mech fighting action the way it was meant to be. This is a solid addition to any DC action fan's library. **Greg**

VISUALS	SOUND	INGENUITY	REPLAY
8	8	8	8

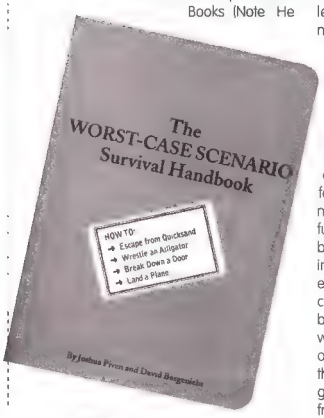
FORCED FEEDBACK

SOMETHING SPECIAL FOR LOYAL SUBSCRIBERS ONLY! EGM 133

COMMENTS? FORCED FEEDBACK • P.O. BOX 3338 • OAK BROOK, IL 60522-3338 • E-MAIL: SHAWN_SMITH@ZIFFDAVIS.COM

THE HORRIBLE SITUATIONS VIDEO GAME EDITORS FACE

It was just one month ago when EGM editor Greg Sewart found himself face to face with a charging bull in the mountains of his native homeland, Nova Scotia. Luckily, Greg remembered how to avoid an attack from a bull thanks to the info found in his Worst-Case Scenario Survival Handbook by Chronicle Books (Note: He did lose three of his toes, one eyebrow and a shoulder, but other than that he's in tip-top shape). Since then, the powers that be at Ziff Davis have made the Worst-Case Scenario Handbook our official employee handbook. The book gives all sorts of useful information on how to stay alive and level-headed in a number of ridiculous situations. If only we had this information just months ago—maybe we wouldn't have lost several of our editors to a shark, an alligator and to the unforgiving sands of the Sahara Desert, respectively. Believe it or not, since the handbook was instated, several editors have run into various ordeals where the book has come in quite handy. For example, just the other night Mark MacDonald was walking to his apartment in downtown Chicago when out of the darkness a sword-wielding madman charged at him. He knew just how to win a sword-fight, and coolly conquered his foe (luckily, he was carrying his saber). Joe Funk was at his local grocery store when a swarm of killer bees came at him from behind a jar of mayonnaise. He used what he learned in the handbook, and made it to the checkout alive. And let's not forget about Crispin Boyer who recently got lost in the mountains while searching for gold. For the average man, this would have proved fatal—but to a Worst-Case Scenario Handbook reader, it's a piece of cake. Yet again, the information found in the book saved this young man's life. Looking toward the future, the Worse-Case Scenario book will no doubt become an indispensible fixture on each and every EGM editor's desk. You too can live a longer life by reading this book. Believe us—without it, you wouldn't be reading this new issue of EGM. Instead, you'd be mourning the loss of four young, strapping game mag editors who were taken from this world far too early.





Upon sighting a mountain lion, do not run. Do not crouch down. Try to make yourself appear larger by opening wide your coat.



SHAWN VS. CHRIS IN A HEATED PS2 DVD DEBATE

Shawn "PS2 DVD lover" says: I think it's going to kick much ass to watch DVDs on my PS2. I don't have a DVD player, so I can't imagine a better scenario then to have one machine to play games and watch movies on. And with the PS2 DVD remote on the way, it's even better than I first thought. I realize the DVD player on the PS2 may not be as "high-tech" as your fancy stand-alone player, Chris, but it'll be fine for my needs. I think you need to relax and get back to basics, Mr. High and Mighty!

Chris "PS2 DVD hater" says: If you like the PS2's DVD capabilities so much, why don't you marry them? I already have a DVD player, so I can't see using the PS2 for playing movies at all. If you have an audio CD player, you don't use the PS1 to play music, do you? Maybe you do Mr. Shawn "PS2 Biased" Smith—ya freak. It's great that it can play DVDs, but I noticed on my Japanese PS2 that the audio sometimes skips after pausing and it's not as convenient to use as my stand-alone DVD player. So there!



WORLD'S T-SHIRT, HAT AND BAG SUPPLY RUNS LOW THANKS TO VIDEO GAME PUBLISHERS

Recent studies have concluded if video game publishers continue sending out T-shirts, hats and bags at the current rate, the world's supply of the materials used to make such items will be depleted to dangerously low levels in 2001. "It's like this, baby," says Dr. Johann Z. Uberkopf of the Chotzsky Research League of the Greater European Areas. "If these game companies keep sending this extra large-sized crap out to magazine editors and gaming consumers who pre-purchase games, we can all say bye-bye to T-shirts, hats and bags by 2002. The resources will be gone." It's widely known that most people who receive these usually mediocre items on a regular basis, often throw them away, use them to dust off electronics, or just wear them a couple of times and then light them on fire. Once in a while, the shirts, hats or bags are worth keeping. But all too often they're simply "a dastardly terrible waste of cotton, nylon and canvas," commented Mark MacDonald, critic. The question arises: Just how many shirts, hats and bags can one person have? The answer is unknown. The nation's leading Hobos have had nothing but good things to say about the findings, as local thrift shops and Salvation Army facilities will continue to have the T-shirt, hat and bag supply—however ripped, soiled or otherwise—needed to clothe these wandering drifters. "It's a scraggly-scruff skiddley pop I tell you," Captain Joe Potato, Oklahoma Hobo mentions. "I don't know when it'll end, but it's easy-pickins from here on out when I enter through those cherry gates.. everyday is like bunions on parade!"

EGM's Random Quote of the Month

"She's a man, baby. yeeeaah."

-Jim Cordano, doing his finest Austin Power impression, in regards to shots of money-hungry Oprah Winfrey on the covers of recent tabloids

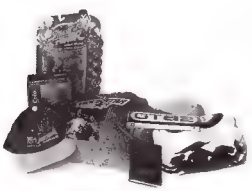
WIN STUFF

It's Quite Simple: We're Giving Away A Bunch of Stuff for Free

As you may or may not know, we get a lot of cool items from game companies. And yes, we do appreciate them, but all too often after looking at them for a while they end up sitting in somebody's cubicle or getting stored in a cabinet. So we thought, "Let's pass some of these things on to our readers, instead of just having them lay around." After all, better you enjoy this stuff than us. Like last month, read the instructions below, send in a postcard and you might just be picked as the winner! This doesn't cost you anything—**it's as simple as sending in a postcard with your name, address and phone number on it to the address below.** We'll then pick one winner in a few weeks, and send out the goods.

EGM's Box o' Stuff Sweepstakes #133
c/o Electronic Gaming Monthly
P.O. Box 3338
Oak Brook, IL 60522-3338

Congrats to EGM #131 Winner
Steven Cottle of Cincinnati, OH



Take a look at what we're passing on to you this month:

- **An MDK2 T-shirt**
- **A fancy CD holder**
- **A mini-puzzle of a dinosaur**
- **Silly Putty (don't eat it!)**
- **A long-sleeved Capcom denim shirt**
- **A Street Fighter action figure**
- **a GTA2 sticker**
- **A Turok: Rage Wars hat**
- **A PulsePak Color for GBC**
- **A little plastic thing**
- **A Nyko date book**
- **A picture of a man and his monkey**
- **A special piece of paper with information on it that will surely impress your neighborhood chums**

LEGAL STUFF

Official Sweepstakes Rules:
1. No Purchase Necessary: To enter, send a standard size postcard containing your name, address, and phone number to "EGM Box O' Stuff Sweepstakes" PO Box 3338, Oak Brook, Illinois 60522-3338. No purchase or payment of any money is necessary to enter. One entry per household per month. Entries must be handwritten and must be received by the 15th day of each month to qualify for that month's sweepstakes. Mechanically reproduced entries will be void. All entries become exclusive property of ZIff Davis Media Inc. and will not be acknowledged or returned. ZIff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. ZIff Davis Media Inc. reserves the right to cancel this sweepstakes at any time with appropriate notice.
2. Prizes: 1 Grand Prize. Each month the Grand Prize winner will receive a package containing miscellaneous items from the EGM offices with a total approximate retail value of at least $30. Winners shall be determined by a random drawing from all valid entries by EGM editors whose decisions are final. Drawing to be held on or about the last day of each month. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of ZIff Davis Media Inc. should the featured prizes become unavailable.
3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received.
4. Eligibility: Sweepstakes open to residents of United States and Canada (Void in Quebec) who are subscribers to EGM for at least 30 days prior to the commencement of the current monthly sweepstakes. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign and return an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or limit a prize. Any acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Neither ZIff Davis Media Inc. nor its officers, directors, affiliates, subsidiaries, divisions, or related companies are responsible or liable for any damages, taxes, or expenses that consumers might incur as a result of this Sweepstakes or receipt of prize.
5. Winners List: For a list of winners, send a stamped, self-addressed envelope to "EGM Box O' Stuff Sweepstakes Winners List", PO Box 3338, Oak Brook, Illinois 60522-3338. Please specify for which month that you are requesting the list. Allow 4 weeks for delivery of winners list.
6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.
7. Sponsor: This sweepstakes is sponsored solely by ZIff Davis Media Inc.
©2000 ZIff Davis Media Inc. ALL RIGHTS RESERVED.

WEB SITES

PHATTER THAN FAT

Thank you to all who continue to send us sites. We love checking them out more than we love G.I. Joe and Cobra T-shirts. As usual, here are all kinds of sites. Weird, gaming-related, zany, funny, cool, stupid and so on and so forth. Send Web site submissions to **shawn_smith@ziffdavis.com**

- **www.mustbedestroyed.com**
- **www.bogbeast.com**
- **www.jesus.com**
- **www.pogo.com**
- **www.wrestle-planet.com**
- **www.anime-genesis.com**
- **www.thorf.co.uk/ragnarok**
- **www.zophar.net**
- **www.wickedcoolstuff.com**
- **www.crosswinds.net/~gaim/**
- **www.svt.se/drama/svensson/dcr/shock.html**
- **mp3.com/jhg**
- **www.thesimpsons4ever.20m.com**
- **www.snsusa.com**
- **www.angelfire.com/on/nsyncnducesvomitting/main.html**

* We cannot be held responsible for any of the material presented on the sites listed above. Parents or guardians may want to verify the content of the site(s) before allowing their children to venture forth. Remember to surf safely.

HOT & NOT @ EGM

The EGM Hot & Not list—a place where you can get an inside look at what the staff of EGM likes and dislikes. The list contains general and specific items, concepts, games, people and more. Note: Particular entries may or may not coincide with the opinions of particular staffers. Send yours to shawn_smith@ziffdavis.com

- **MGS2, MGS2, MGS2**
- **Ulala and Apollo Smile**
- **Conker and his ability to pee on enemies**
- **Bashing on PS2 and then pre-ordering one anyway**
- **Samba de Amigo**
- **Chris after playing Samba De Amigo for hours**
- **Fat Cat brew**
- **Nintendo's 2000 N64 lineup**
- **Everything Sega**
- **Bleem! Concept and Legal Victories**
- **"Adult" Nintendo Games**
- **Workout shakes**
- **Jet Grind Radio**
- **Leprechauns in the hood**
- **Magic Flutes**
- **Ice Cream Mans**
- **Skateboarding in the office**
- **Walkie-Talkies**
- **Recycling every lame '70s show into a made-for-TV movie.**
- **No Dolphin or Game Boy Advance at E3...DAMN THEM!**
- **Not having money**
- **Sony's E3 booth in general**
- **United Airlines pilot strike**
- **Talking bad about Sega**
- **Not enforcing the ratings system**
- **$3 fee at the hotel ATM machine**
- **Everything about Battlefield Earth**
- **Staying on Earth for 50 cycles with infinite possibilities for renewal**
- **Star Cube**
- **Sony's PS2 U.S. lineup**
- **The way Bleem! for Dreamcast is being released...confusing**
- **Sony lawyers**
- **Army Mens**
- **Putting blame on mature games instead of deadbeat parents**
- **Dead computers**
- **Not enough time for stuff**
- **Dinosaur: the Movie**
- **Perfect Dark's framerate in certain areas, modes of the game**

Legend of Dragoon



Publisher:	SCEA
Developer:	SCEI
Featured In:	*EGM* #131
Players:	1
Supports:	Dual Shock
Best Feature:	Beautiful CG cinemas
Worst Feature:	Robotic-sounding dialogue
Web Site:	www.playstation.com

Why can't Sony get it right? Legend of Dragoon isn't a bad RPG by most standards. It's no Final Fantasy or Grandia, but it's not bad. Of course, that's before you actually hear the voice acting or read the dialogue. I have to say, **Dragoon survived the now-infamous Sony localization process much better than Grandia, but just barely.** Translation aside, Legend of Dragoon is fairly straightforward, average RPG fare. Enter an area or town, talk to everyone, fight far too many random battles, beat a huge boss character, and watch what may or may not be an inspiring cinema scene, rinse, repeat. It has to be noted that the CG backgrounds and cinemas in LoD put most of Square's stuff to shame. Yeah, it's hard to believe, but true. And to their credit, Sony's attempted to dress up the tired RPG battle system by requiring players to complete "combos" during each attack. These are basically timed button presses, either to attack or defend a retaliation. While it seems cool at first, it ultimately makes even the easiest battles tedious. Unfortunately, the only real way to defeat more powerful enemies is to complete these combos over and over again. Later, transforming into a dragoon during battle is required to further strengthen your characters, but really only serves to make the game even more irritating. When you add everything up, Legend of Dragoon is a game only RPG completists should bother purchasing. **Greg**

This is getting ridiculous. Sony is a company with a lot of money at their disposal, and they are unable to do decent English translations of RPGs. What is the deal? The lack of good, coherent writing (and some badly dubbed dialogue) sours what would otherwise be a great RPG experience. For me, RPGs are all about story, and if Sony isn't willing to give it the once-over and make it coherent, then **why should anyone waste their time?** Square, Atlus and Working Designs are putting out RPGs this summer with better translations than this. Visuals in Dragoon are excellent—finely detailed FMV and decent graphics. But the translation doesn't match up. **Chris**

Does the phrase "style over substance" ring a bell? Some say *Star Wars* killed Hollywood, as every film after it had to be a blockbuster. One could argue, with LoD as evidence, that Final Fantasy VII had the same effect on games. Sony has obviously poured a large amount of money into this tepid RPG and emerged with four discs of disgustingly high-production values, but with no heart or soul. Never does this become more apparent than in **the bland, lifeless battle-engine, which pales in contrast to the stunning cutscenes**. Yeah you can turn into dragon-guys, but who cares? This is the *Waterworld* of video gaming—pretty, but not much else. **Milkman**

VISUALS	SOUND	INGENUITY	REPLAY
8	8	5	4

Legend of Mana



Publisher:	Square EA
Developer:	Squaresoft
Featured In:	*EGM* #131
Players:	1-2
Supports:	Dual Shock
Best Feature:	Great 2D hand-drawn artwork
Worst Feature:	Weak battle system
Web Site:	www.squaresoft.com

Let me start by saying that Legend of Mana is a beautiful game. The 2D hand-drawn graphics are lovely (marred only by characters begging for more animation) and the music is wonderful (I bought the soundtrack). Because of this, I really wanted to love the game. Unfortunately, I didn't, and it was because of two fundamental areas: story and battle system. **The big problem with the game's story is that, well, there really isn't one.** Your main objective in LoM is to collect artifacts and place them in your world to create small lands to explore. This keeps the game very non-linear, but at the same time adds a feeling of fragmentation, as each area is isolated from the rest. And the same goes for the tasks LoM offers: You're basically given 70-odd quests to complete and nothing really unites them. This might be acceptable if there were decent battles to back them up, but unfortunately, LoM's are quite poor. Most are an exercise in mindless hacking, and seldom do they even present a challenge (especially since you are back at full health after each fight). And one element that is likely to displease Mana fans is the omission of a decent multiplayer option, a staple of the series thus far. Previous games featured great three-player support, and Legend only has a half-assed two-player game. If you're a giant fan of Square games you may want to look into this one, but otherwise I'd recommend holding off for Chrono Cross. **Sam**

A feast for the senses, Legend of Mana boasts some of the most impressive 2D artwork ever seen on a console. Combine that with an excellent soundtrack and **you have an audio/visual masterpiece**. But when you examine the gameplay there are problems, the biggest of which is the lack of a strong plot—something to tie all the mini-quests together. Fans of non-linear RPGs will undoubtedly enjoy this aspect, but it doesn't seem right in the Mana series. The battle system could have been tweaked a bit more, as could the menu interface—what happened to the cool rings? Legend of Mana is a solid title, but I was expecting a bit more. **Andrew**

I loved Secret of Mana, so when I heard Legend was on its way I just about wet 'em. You can't imagine my disappointment. Sure the music is fantastic and most of the incredibly detailed 2D artwork looks great, but the animation is merely decent and I'm not a fan of the porcelain "Precious Moments"-style characters. I also don't like the fact that there's no one main quest, but my biggest beef is with combat: **It's too repetitive, way too easy, and nowhere near as deep or fun (single or multiplayer) as in SoM**. Separately the graphics, sound, and huge variety of abilities and other peripheral features are nice, but they never add up to anything special. **Mark**

VISUALS	SOUND	INGENUITY	REPLAY
8	8	6	5

N.Gen Racing



Publisher:	Infogrames
Developer:	Curly Monsters
Featured In:	*EGM* #131
Players:	1-2
Supports:	Dual Shock
Best Feature:	Awesome speed
Worst Feature:	Awkward button configuration
Web Site:	www.infogrames.com

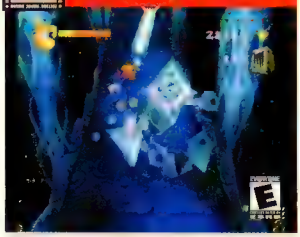
Several members of the original Wipeout team took part in the creation of N.Gen, so it's no coincidence they share traits like a techno soundtrack, strobe light beacons, amazing speed and so on. It also borrows a thing or two from Gran Turismo (permits, buying and selling aircraft, upgrades). Beyond the similarities, **N.Gen's strong points are its impressive speed and handling capabilities**. The first few levels move about as fast as the average PS flight sim, but the later races take place at a sonic pace. The effect is magnified by the surprisingly smooth flow of mountains, valleys and other background elements. The handling is nice and intuitive in arcade mode which makes it perfect for the casual gamers. Beyond the occasional hard turn it's pretty straightforward. Pro mode, on the other hand, is really tough to master. The jets react to the slightest nudge of the stick, and this extra maneuverability is required to win the higher levels. In the end, N.Gen delivers a decent racing experience with a healthy amount of Wipeout-inspired adrenaline. It's not without some negatives. The biggest problem is the button configuration is awkward. Holding down the thrust, after-burn and weapon buttons at the same time is just plain silly, especially when the action heats up. Configuring the controller doesn't seem to help either. If you can deal with that and you liked Wipeout, you'll probably like this one. To be sure, rent it for a night or two. **Dean**

Initially, N.Gen comes across as one of those games where the designers sat around and said "let's do a racing game, only instead of cars...let's have planes!" The whole thing feels very forced and you can't help feeling that it hangs together like an idea in desperate need of adequate execution. **If it was a $20 game, I'd be all over it, believe me.** The graphics are great, bordering on the superb in places, but the gameplay never matches up. The beauty of a good racing game is being able to jostle for position and feel like you really are "racing." Jet planes just aren't conducive to that kind of action, so you just whiz around admiring the scenery. **John**

I've been waiting for a good airplane racing game for a long time, and it's finally here. Curly Monsters **pumped some sweet graphics out of the PS**, with only a hint of slowdown when there's a lot of stuff on screen. The racing gives you freedom of movement (there is a "track" but you can move outside it for short periods of time) and a real sense of speed. Tunes are a collection of electronica tracks that, while not performed by big names, fit the racing action perfectly. My only concern is with the control. Sometimes juggling the buttons for changing and firing weapons, thrust and afterburner can be a huge chore. But it's worth a look. **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	7	5

Rayman 2



Publisher:	Ubi Soft
Developer:	Ubi Soft
Featured In:	*EGM* #131
Players:	1
Supports:	Dual Shock, Pocket Station
Best Feature:	Excellent style
Worst Feature:	Camera
Web Site:	www.ubisoft.com

Even though it's a little late making its way over to the PlayStation, I think Rayman 2 is well worth the wait. While it's basically the same game as the Dreamcast and N64 versions (which means it's a highly polished, fun game...an average of 9 points out of 10), it has a few additions and modifications. It has all of the familiar stuff, of course (the collection of items, innovative mini-games, etc.) but some of its levels are changed—new parts have been added, tweaked or deleted altogether. In addition, voices have been added to all of the main characters (although I can't say I enjoy them very much). **Obviously, the graphics aren't quite as nice as those on the DC or N64, but they're still impressive.** In fact, this version retains the style of the others—a certain natural-looking cartooniness not found in most games. The camera is the only problem with the game (although it's not as bad as some 3D action/adventures out there). And for you import freaks out there: For some strange reason, the game has Pocket Station support. Pop in your Pocket Station and download 11 rather enjoyable mini-games—yet another neat little addition to this port. Overall, Rayman 2 is definitely one of the better 3D action titles on the PlayStation. If you're in the mood for one, this is an excellent choice. If you already own the DC or N64 version, however, don't bother since it's essentially the same game. **Shawn**

If you played the Nintendo 64 or Dreamcast versions of Rayman 2, you know exactly what to expect here. Or do you? Surprisingly, this PS incarnation packs subtle variations to the level design, gameplay—even enemies. While you won't find enough new stuff here to warrant playing through it if you already beat the N64 and DC games, **you will find the excellent control and gameplay variety that earned those versions such high scores**. Whether it has you skiing, flying a projectile barrel or riding a bucking rocket, this adventure gives you plenty of little extra tasks to keep you busy. And the brilliant visuals translate pretty well to the PS, too. **Crispin**

While not nearly as pretty as its N64 and Dreamcast cousins, the PlayStation version of Rayman 2 is still a great game and a perfect first offering from Ubi Soft's Shanghai studio. Graphically, Rayman 2 is pretty damn good for the PS, and it also excels in the sound department. There were some subtle changes made to the game (a few additions, a few deletions) from the other versions, but they don't really alter the experience at all. **Except for the voice—I probably could've done without that.** If you don't have the option of playing the N64 or DC versions, definitely look into picking this one up. It's one of the best 3D platform games out there. **Sam**

VISUALS	SOUND	INGENUITY	REPLAY
8	8	7	7

Rhapsody



Publisher:	Atlus
Developer:	Nippon Ichi
Featured In:	*EGM* #129
Players:	1
Supports:	Dual Shock
Best Feature:	Great dialogue
Worst Feature:	Boring fighting
Web Site:	www.atlus.com

Rhapsody came as a pleasant surprise to me. Its press materials and screenshots had me expecting a game aimed at young girls (and Mark). However, after playing through it and experiencing the lush graphics, original songs (in both Japanese and English for you purists out there) and the excellent writing, I'm not so sure about this game's target market anymore. Rhapsody is, for all intents and purposes, a love story. You play as young Cornet, a country bumpkin who dreams of someday meeting a prince. Through a strange and hilarious string of events, it ends up happening. Of course, the forces of evil always need to screw up a good thing, and thus Cornet's musical adventure starts. See, Cornet has three amazing talents: She's an incredible singer (as are most characters in the game), she can converse with puppets (who become her party members, a la Pokémon), and she can play a magical horn that powers up her companions. **What we have here is pretty standard role-playing fare, except that the battles play out much like Shining Force**. You move a character within a certain range and decide whether to strike or perform another task. Unfortunately, the mundane fights, repetitive dungeons and brief 13-hour quest drop the score a little. But the awesome dialogue, gorgeous hand-drawn graphics and delightful story make this a game that RPG purists might find worth checking out. **Greg**

Maybe I'm spoiled by games like Final Fantasy VIII and Vagrant Story, but Rhapsody just doesn't do it for me. Yes, it is a very solid RPG with a unique angle (it's a musical, duh!) and a lot of charm, but it's not what I look for in my "role-playing." I really wonder who this is supposed to appeal to, since it's so girly. I don't see a Final Fantasy fan picking this one up. Atlus has been gaining ground as a respected RPG publisher, often straying beyond their own Japanese first-party titles, but this is just bizarre. The different puppets you control are pretty neat, and like I said, **Rhapsody's a solid game, but this is for select tastes only.** **Milkman**

Greg is right—Rhapsody is a fine-looking game that should please any RPG fan. But **I find it extremely difficult to get past the sappy story and decidedly girly dialogue** (although it's written really well, and can be humorous). However, this doesn't mean it's a bad game. I imagine Rhapsody will bring the RPG genre to a lot of people who normally wouldn't play such games—namely, girls. And that's a good thing for the industry as a whole, because if a company can get new people hooked on games who normally wouldn't play them much, it'll create a whole new segment of gamers. Yeah, this thing is lighthearted but it'll keep some entertained for hours. **Shawn**

VISUALS	SOUND	INGENUITY	REPLAY
7	8	7	5

RPG Maker



Publisher:	Agetec
Developer:	Success
Featured In:	*EGM* #132
Players:	1
Supports:	Mouse
Best Feature:	Comprehensive suite of tools
Worst Feature:	Steep learning curve
Web Site:	www.agetec.com

Think of any type of traditional RPG you'd like to play—any setting, any quest, any character roster, any arsenal, any job system, any anything—and you can build it with RPG Maker. You can draw the Title Screen with the included paint program. You can create and animate all characters from scratch. You can orchestrate effects-laden cutscenes, lay out sprawling dungeons and overworlds, plan branching story paths and tack on bonus endings. You can set your game in the future or in ye olden days, on the moon or at sea, in Hyrule or in Rhode Island. **RPG Maker packs all the tools you need to build the next great 16-Bit-quality role-playing game—but you gotta work for it.** Don't think you'll churn out Square-caliber epics 10 minutes after you chew off the shrinkwrap. It took me a weekend to learn the basics enough to craft a simple adventure (a basic game only takes up two memory card blocks, unless you use custom art). The matrix of menus and commands is as complex as it is powerful. It doesn't help that the interface is clunky (the paint program supports the mouse, but the scenario editor doesn't, which makes typing text a carpal-tunnel-syndrome-inducing chore). But if you roll up your sleeves, read the manual, tinker with the clever sample game, and above all experiment, experiment, experiment, you'll eventually master this beast and learn a thing or two about game design along the way. **Crispin**

Having played Fighter Maker, I didn't expect too much from this second Maker title (mainly because of the lack of options in FM). I was pleasantly surprised. RPG Maker offers up just about every option you could possibly want for creating your own custom RPG. Sure, the graphics look like they could've been done on a 16-Bit console and the battle system isn't the greatest, but the fact that you can create your own RPG quests is just awesome. The menus and scenarios can be a tad difficult to figure out at times, but **getting the hang of things is very rewarding**. If you're an RPG lover and you've got the time to devote to this game, you'll have a blast **Sam**

OK, so **the graphics and sound are right out of a bad Genesis RPG—the point is, it's *your* bad Genesis RPG**, built from the ground up with whatever crazy ideas you want. This has got to be one of the coolest ideas for a game ever, so it's not that surprising that the execution doesn't quite live up to the concept—the menus could be more friendly, and you should be able to use the mouse everywhere. Nevertheless, the overwhelming variety and scope of stuff you have control over is just amazing. If you have the patience to deal with the somewhat clunky interface and the drive to make your own game, RPG Maker could make your whole summer. **Mark**

VISUALS	SOUND	INGENUITY	REPLAY
5	6	9	10

Threads of Fate



Publisher:	Square EA
Developer:	Squaresoft
Featured In:	*EGM* #131
Players:	1
Supports:	Dual Shock
Best Feature:	Two separate quests
Worst Feature:	Annoying autoaiming
Web Site:	www.squaresoft.com

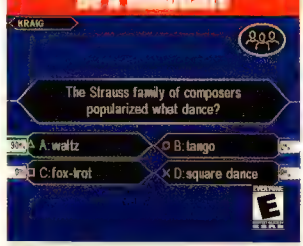
After the first few hours of Threads of Fate, it really wasn't looking good. The graphics were fine (blocky yet cartoony and colorful, like Brave Fencer Musashi), but the battles were way too easy, the dungeons simplistic, and the lack of items and weapons annoying. And the music—good lord it's bad. Threads was on track for the big 2.0 when suddenly, around six hours in, things started to get more interesting—a few good boss battles, more involved dungeons, and best of all the story finally picked up. So it gets better, but it never gets great. A few control issues are never resolved—why have autoaiming for action/RPG real-time combat? It only leads to frustrating mistakes when fighting multiple enemies. The camera itself isn't really a problem, but the fact that you don't have any control over it is frustrating when you have to make jumps in 3D. The way the two parallel story lines intersect and diverge and the very different powers of the main characters themselves (the guy can transform into defeated enemies, the girl learns all kinds of magic) is a pretty innovative idea. As far as replay goes, though, **it's hardly two games in one—more like two half-games in one**, since both quests add up to roughly standard game length (24 hours or so). Some mini-games and funny story bits kept me interested to a point, but there was never enough to the control, plot, characters or gameplay to ever get me even close to addicted. **Mark**

Here's an RPG that tries to deliver a little bit of everything—hack-'n'-slash action, platform jumping, puzzle solving and multiple story lines. It's just that Threads of Fate doesn't do a spectacular job at any of this stuff. Combat gets boring quickly, but I think that has more to do with the ho-hum action stages than any faults with the combat system. The story itself takes too long to get interesting with both characters. And **if you're not a big fan of cutesy RPGs, ToF ain't gonna change your mind.** I do like the novel continue system, which has you collecting and trading coins to stay in the game. But otherwise, this is an adequate-but-forgettable action-RPG. **Crispin**

ToF would be something special if the battle system was more complex, and the overall quests were longer. Instead, it's just another slightly above-average RPG on the shelf with the rest—and **if I'm going to dedicate a lot of time to a game like this, I want it to be a stellar experience.** Even with its interesting story (later in the game) and two characters to choose at start (with character-specific intertwining quests), there's just not enough here. It has a decent number of dungeons to work through, but only one town to visit. The characters you meet up with aren't very memorable either. I want to like it more, but it'd be best to rent ToF rather than buy it. **Shawn**

VISUALS	SOUND	INGENUITY	REPLAY
7	4	6	4

Who Wants To Be A Millionaire



Publisher:	Sony Computer Entertainment
Developer:	Jellyvision/Celador
Featured In:	*EGM* #131
Players:	1-2
Supports:	Dual Shock
Best Feature:	Technically faithful to TV show
Worst Feature:	Lame multiplayer mode
Web Site:	www.playstation.com

I'll admit it—I'm one of those people who tries to tune into "Millionaire" when I can. Granted, it's not often (since I'm usually slaving away in the office doing lovely game reviews for your perusal), but I do usually catch it at least once a week. For the one or two of you who might not know, the show's draw is its drama, not its ingenious game design. We're all pulling for the 30-something mother of two (with twins on the way) to make enough money on the show to put a couple of them through college, but we seethe at the rich attorney who makes another million while sitting in the "Hot Seat." During the process we learn about each person through his/her lifelines, the resident person rooting for them, and Regis' conversational banter. The PlayStation has sucked all of this away, however. The "Phone-A-Friend" lifeline has been destroyed by Regis calling his own equally annoying friends who try too hard to be witty, and the key decision of when to take the money and walk away doesn't matter since it isn't real. Furthermore, the questions repeat way too quickly and the multiplayer option is laughable, since it is restricted to the "Fastest Finger" question that opens the gates to Regis' den. **To be fair, this is technically a close enough translation to please most fans,** but I recommend games such as Jeopardy! and Wheel of Fortune to the rest of you—they just translate to a console much better. **Kraig**

I like Regis. I think he's a swell guy, but I'm not convinced he can carry this game on his celebrity alone. On TV the game works because you have the drama of the nervous contestant, the audience and the pressure of the moment. Here you have text on a screen, suspenseful music and Regis reading the question (just audio). Comparably it only captures about 60 percent of the excitement. **The questions repeat too often as well** (a major no-no for a trivia game). Play it too much and you'll have it memorized in no time. In short, it can't hold a candle to You Don't Know Jack, but it has some charm. I wouldn't buy it, but it's perfect for a one-night rental. **Dean**

The TV show is so popular because it's simple and straightforward—and fortunately, so is the game. In fact, it's almost a direct lift of the show so if ever a review score didn't mean much to a game's sales, this is it. **This game is a good enough version to feed your jones if you love the show and want to play at home.** In a pure entertainment and replay sense, though, it shares the cardinal flaw of most console-based quiz games—a limited database of questions. These games will really come into their own when they go online, but for now, this drawback persists. I might have given it an even higher score if I could turn that devilish pixie Regis off. **Joe**

VISUALS	SOUND	INGENUITY	REPLAY
4	6	4	7

Grudge Warriors



Publisher:	Take-Two
Developer:	Tempest
Featured In:	N/A
Players:	1-2
Best Feature:	No one forces you to play
Supports:	Dual Shock, Analog
Worst Feature:	Does not provide any entertainment
Web Site:	www.take2games.com

It's a good thing that this game is already priced for the bargain bins, because that's exactly where it belongs. Looking like a pre-first-generation PlayStation game, Grudge Warriors is among the worst of any vehicular combat—nay, any game for any genre—I've had the misfortune of playing. Assuming you can actually manage to point your vehicle the direction you want to go, you're in for a slippery and frustrating ride. Physics? We don't need no stinkin' physics! Not when we already have glitchy collision detection and an erratic camera to contend with. Everything about the combat engine is uninspired (i.e., a rip-off), especially the weapons (which you can randomly run out of, thanks to a bug). If they cleaned up the graphics and tightened up the control, Grudge Warriors may have achieved mediocrity. **Unfortunately, everything about this title screams "apathy."** It's tragic that this game will sell just because its low $10 price tag. I feel for all the kids whose well-meaning relatives dump this pile on them as their birthday present. **Andrew**

VISUALS	SOUND	INGENUITY	REPLAY
2	2	2	3

Koudelka



Publisher:	Infogrames
Developer:	Sacnoth
Featured In:	*EGM* #129
Players:	1
Best Feature:	CG movies
Supports:	Dual Shock
Worst Feature:	Uneven enemy difficulty
Web Site:	www.infogrames.com

Koudelka has its charms—beautiful CG movie sequences and an intense, dark atmosphere—but as for the game itself, there are just too many small problems to keep it from rising much above mediocrity. It plays like a cross between Resident Evil and a strategy-based RPG: You explore the prerendered backgrounds of the 19th-century monastery RE-style (I actually prefer the control in Koudelka), occasionally battling enemies on a grid in turn-based combat. Since all of the battles are random, you often find yourself not wanting to explore areas out of fear of bumping into more enemies. Most of the bad guys are relatively easy to defeat, but once in a while you're confronted with some (especially the bosses) who are suddenly really tough. And with the overall lack of save points (they're usually after those bosses), it gets frustrating. Another qualm I had was with weapons breaking—several hours into the game I didn't expect to have to resort to fist fighting again. Koudelka definitely feels unpolished, but there is a decent adventure in there if you can find it. **Sam**

VISUALS	SOUND	INGENUITY	REPLAY
7	8	5	5

Surf Riders

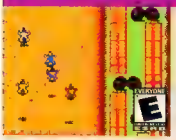


Publisher:	Ubi Soft
Developer:	ACOT
Featured In:	N/A
Players:	1
Supports:	Dual Shock
Best Feature:	Cool surf tunes
Worst Feature:	Gets repetitive quickly
Web Site:	www.ubisoft.com

I'm not sure if it was the constantly repetitive playing area or the heavy use of plain primary colors, but for some reason Surf Riders reminded me of a late '80s arcade game. Nostalgia is not a good thing in this case though, as I usually find those games that held me riveted at a darkened arcade for hours just don't have the depth to hold my interest anymore. SR was easy to get into and difficult to master, but that doesn't make it a Tony Hawk on water. The wave animations are peculiar (then again, it would be pretty hard to replicate realistic surf), but since every wave is a perfect wave, you focus more on riding the break and scoring boffo-style points for tricks as you work your way up to big kahuna status. **Despite taking an original angle on a very cool sport, the game quickly became repetitive and almost felt like an extended demo instead of a stand-alone title.** Probably the best thing is the ability to choose brand-name surfboards and the inclusion of some very cool surf music, but that's just icing on an otherwise very bland cake. **Joe**

VISUALS	SOUND	INGENUITY	REPLAY
3	6	3	3

Jeremy McGrath SuperX 2K



Publisher:	Acclaim
Developer:	Acclaim
Featured In:	*EGM* #130
Players:	1
Supports:	None
Best Feature:	Easy, simple gameplay
Worst Feature:	Easily induces boredom
Web Site:	www.acclaim.com

It's a good thing Acclaim decided to use Micro Machines as an inspiration for this license cash-in; basing it on anything else would probably have made it completely unplayable. Supercross 2000 plays almost exactly like the aforementioned classic, with a bike-slide physics effect thrown in for authenticity. Perform a "trick" in mid-air and you're rewarded with a power-up—unfortunately these power-ups are practically worthless and the implementation doesn't make sense (lay off the accelerator to use Turbo?). There's also some poor collision detection at the corners, the most vital part of the track—hit a corner the wrong way and you're stuck for at least two full seconds. **If anything, Supercross 2000 could stand to have more variety.** Twelve tracks is plenty for a Game Boy racer, unfortunately they all look the same. Apparently, all the brown and green took up too much memory on the cart, so there's no background music to help quell the boredom. For a Game Boy racer, you could do worse—but you can definitely do a helluva lot better too. **Andrew**

VISUALS	SOUND	INGENUITY	REPLAY
4	3	3	4

Tomb Raider



Publisher:	THQ
Developer:	Core Design
Featured In:	*EGM* #132
Players:	1
Supports:	None
Best Feature:	True Tomb Raider feel
Worst Feature:	Monotonous at times
Web Site:	www.thq.com

Who would have thought you could take Tomb Raider—an inherently 3D game—and bring it into a 2D environment without a hitch? Not me. What's more, the whole thing is on the freaking Game Boy Color. Very strange indeed, but very cool. Granted, this GBC version of the game is very similar to Prince of Persia with Tomb Raider-inspired visuals—but it works. It *feels* like Tomb Raider, instead of being some no-name piece of Game Boy Color action garbage that happens to have Lara Croft's picture on the front of the box. Keep in mind, the game's not near as complex as its PlayStation cousin but the basics are in place. You have a backpack full of goodies, there are switches to find, inclines to slide down and spikes to avoid, all in cavernous-temple-type levels that are a trademark of the series. You even have cutscenes, though not animated. Think of it as the Tomb Raider that would've been on the NES. Graphically, the game is quite nice. There is plenty of detail in the levels and characters, and on the animation front, the little 40-some pixel-tall Lara moves around just like her big sister. The levels are huge (with checkpoints, thankfully), and there are plenty of items to pick up. There are a decent number of enemies as well, but like the PS version, there are more traps than baddies. Strangely, bosses are rather scarce. Be aware: There's only one save slot on the cart. **Shawn**

Since Tomb Raider on the PlayStation swiped Prince of Persia's gameplay and stuck it in a 3D world, it only makes sense that TR on the Game Boy Color plays just like good ol' 2D Prince of Persia. And that's a good thing. It means that **Lara's adventure here isn't mindless side-scrolling crap like so many other GBC titles.** You'll need to take your time and watch for traps. You'll need to explore the massive levels, track down items and find switches. Lara can pull off nearly all of her PS moves, and that means it'll take you a while to master this version's controls. Some areas get tedious, but TR is still a solid—and stellar-looking—GBC adventure. **Crispin**

Tomb Raider has some of the best graphics I've seen on the GBC—cool cinematic stills and huge characters that animate incredibly smoothly. Control-wise there's plenty of moves (run, roll, climb, hang, swim, jumps, etc.), but the slight lag between your button presses and the in-game response is annoying. **The gameplay (think Prince of Persia) is adequate for a handheld action/adventure, but could definitely be better.** There's lots of traps and switches, but the level design lacks polish—you spend lots of time backtracking through similar-looking places just trying to find what to do next. Hey, at least that part of it's faithful to the PS games, right? **Mark**

VISUALS	SOUND	INGENUITY	REPLAY
5	6	5	5

Wario Land 3

EGM GOLD



Publisher:	Nintendo
Developer:	Nintendo
Featured In:	*EGM* #131
Players:	1
Supports:	None
Best Feature:	Excellent graphics, difficult puzzles
Worst Feature:	Bosses are too easy
Web Site:	www.nintendo.com

Just when I thought the GBC's graphics couldn't possibly look any better, along comes a game that raises the bar again. The first time you play, Wario can be frustrating because you'll see areas in most levels you can't get to or have obstacles blocking your way. But by the end, when "Da Evil One" is all decked out with power-ups, you'll be rolling through levels really quickly. Part of the fun of Wario (and sometimes most frustrating) is figuring out what move or reaction will get you past a certain area. Wario 3 is **an even mix of platform-style gameplay and puzzle solving.** After a while you'll get very familiar with the layout of each level, as you have to go back into stages you've completed to uncover new areas. And even if you play it off and on, you can always go to The Temple to find out where to go next. The golf mini-game is fun, but the courses never offer too much of a challenge. It costs you coins to play golf, but there's an almost limitless supply of those. On the downside, a lot of the bosses are incredibly easy—three hits, they're dead. They just don't match up with the difficulty of the rest of the game. Some of the boss encounters are incredibly cool—in one you have to score "goals" using the boss as a soccer ball (there's a goalie so it's not as easy as it sounds). The music, while good, is pretty standard Game Boy stuff—there's nothing you'll be humming to yourself while driving. **Chris**

Is it wrong for a grown man to be in love with a video game? Of course not. I'm proud to be smitten by Wario Land 3. With tons of items, coins, power-ups and more to collect, dozens of innovative puzzles to figure out and old-school levels to go back and forth between, what's not to love? Sure, the more tedious parts of this GBC masterpiece may induce fits of swearing, but at the end of the day you'll look back and feel all warm and fuzzy about your Wario Land 3 experience—you'll be addicted. Plus the thing looks really nice. One thing to note: It's more of a sit-at-home-and-play kind of game rather than something you take on vacation. **Shawn**

It's odd to see a great game on the Game Boy that's not a remake or adaptation of a classic NES or PlayStation game lately. **I love the whole "impossible to die" setup of this game.** It requires the player to think outside the box. You can't just go from point A to point B, but you need to consider the effects each enemy's attack has on Wario (i.e., make him grow, turn him into a zombie) and use the subsequent abilities he gains to find hidden areas in each stage. Every level changes based on the time of day too, which creates endless possibilities for exploration of another excellent addition to the Wario Land series. **Greg**

VISUALS	SOUND	INGENUITY	REPLAY
5	6	8	8

AMERICA'S #1 GAME NEWS & TRICKS!

Correctly Answer a Series of Video Game Questions & Win!



SNIPER FOR PS



BOOMERANG 64

GAME BOY ACTION PACK



Call NOW and WIN!

1-900-PRE-VIEW

1(900)773-8439 ONLY ONE WINNER PER HOUSEHOLD PER MONTH! ROTARY CALLS ACCEPTED

ALL-NEW VIDEO GAME HOTLINE

PRIZES PROVIDED BY NUBY
www.nubyonline.com

- Listen to Quartermann Gossip Before It's in EGM!
- Call and Test Your Knowledge of Video Game Trivia!
- Get the Latest Expert Gamer Codes & Tricks
- Hear Review Crew Members' Game Ratings!

RECENT WINNERS!!!

Jacob Overmiller, Grand Island, NE; Raff Salinas, Denver, CO; John Price, Magee, MS; Chris Smior, Fullerton, CA, Lee Elveson, Oceanside, NY Kody Cullum, Chatsworth, CA, Micah Veazey, Glendale, AZ; Christine Gadd, Brooklyn, NY; Eli Harys, Van Buren, AR; Dave Gregory, Hazard, KY; Andre Flores, Trenton, NJ; Donell White, New York, NY; Paygar Williams, Trenton, NJ; Patrick Mcauliffe, Norco, CA; Thomas Bollinger, Las Vegas, NV; Dan King, New Holland, PA; Daniel Exindil, Jamaica, NY; Carl Burnett, Pittsboro, NC; Austin Laffis, Wesley Hills, NY; Michael Isler, Memphis, TN; Frank Chavez, Topeka, KS, July Cady, Capistrano Beach, CA; Wendy Banga, Bronx, NY; Neil Rodriguez, New York, NY; Ansel Hart, Wylie, TX; John Price, Magee, MS; George Coffield, Apopka, FL; George Bussey, Columbus, GA; Leon Knight, Brooklyn, NY; Ricky McClendon, Oilton, OK; Chris Brown, Naples, FL; Chris Grace, Covington, L; Angie Dremean, Decatur, IL; Stephanie Smith, Hagerstown, MD; Justin Nicholls, Barbourville, KY; Henry, Milwaukee, WI; Tracy Nicholson, San Jose, CA; Doreen Stanelonis, Colchester, CT; Daniel, Hialeah, FL; Nathan Haviland, Augusta, KS; Matt Frenis, Waterbury, CT; Sean Halderman, Otis, OR; M. Rosas, Lehigh Acres, FL; Corwin Williams, Memphis, TN; Ken Jordan, Florence, AL; Even Revish, Alpharetta, GA; T. Whitner, Horn Lake, MS; Nicholson, Kansas City, MO; Marcos Chaj, Staten Island, NY; Shawn Holden, Otis, OR; Ricky Odonald, Palo Alto, CA; Cody Boston, Wayland, OH; Luis Casadea, Hialeah, FL; Kevin Bostell, Augusta, GA

$1.49/minute

YOUNGER THAN 18 YEARS OLD MUST HAVE PARENTS' PERMISSION

ELECTRONIC GAMING MONTHLY™ EXPERT GAMER™

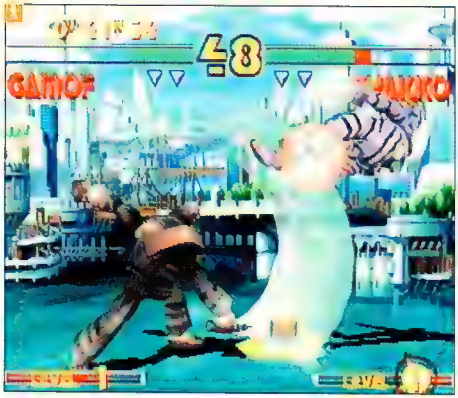


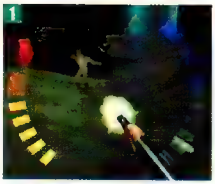
1 Entry To enter correctly answer six consecutive trivia questions and leave your name, address and phone number as instructed Winners will be determined by judges whose decisions are final One winner per household per month Ziff-Davis assumes no responsibility for unintelligible incomplete or misdirected responses 2 Prizes Winners will receive one (1) of the following at Ziff-Davis sole discretion Boomerang 64 controller, PS Sniper Gun or Game Boy Color Action Pack Prizes have an approximate retail value of at least $25 00 All prize winners will be notified by mail Prize(s) are non-transferable No substitutions of prize(s) are allowed, except at the option of Ziff-Davis should the featured prize(s) become unavailable 3 Eligibility Contest open to residents of United States and Canada (void in Maryland) Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification Winners or their legal guardians shall return a signed affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize Employees of ZD Inc Nuby Interactive and their respective affiliates are not eligible Neither ZD Inc Nuby Interactive nor their respective affiliates subsidiaries divisions or related companies are responsible for any damages taxes, or expenses resulting from this contest Winners acknowledge that ZD Inc has neither made nor is in any manner responsible or liable for any warranty or guarantee whether express or implied in fact or in law relative to any prize including but not limited to its quality, mechanical condition or fitness Winners accepting prizes agree that prizes are awarded on the condition that Ziff-Davis its agents representatives and employees will have no liability whatsoever for any injuries losses, or damages of any kind resulting from acceptance possession or use of the prizes 4 Winners List For a list of winners send a stamped self-addressed envelope to Preview Line Trivia Contest PO Box 3338 Oak Brook, IL 60522-3338 Please specify the month for which you are requesting the winners list Allow 3-4 weeks for delivery 5 Restrictions Void where prohibited or restricted by law All federal state and local regulations apply

Product names are registered trademarks of NUBY HOLDINGS CORPORATION

Tricks of the Trade

By Trickman Terry
tricks@ziffdavis.com







TRICK OF THE MONTH

Tony Hawk's Pro Skater

(for Dreamcast)

Every Cheat and More

Choose Career Mode from the Main Menu and begin your game. While playing, press Start to pause. Now press and hold the L Trigger button. While holding it, press the following buttons to unlock the cheats as shown:

All Cheats
B, Right, Up, Down, B, Right, Up, X, Y. The screen will shake if entered correctly. This will give you full access to the tapes, levels, stats, Officer Dick and more!

Random Location to Begin
X, B, A, Up, Down. The screen will shake if entered correctly.

Big Heads
X, B, Up, Left, Left. The screen will shake if entered correctly.

Infinite Special Meter
A, Y, B, Down, Up, Right. The screen will shake if entered correctly.

Play as Private Carrera
Y, Up, Y, Up, B, Up, Left, Y. The screen will shake if entered correctly. Exit the game and go to the Character Select Screen. You will see Private Carrera instead of Officer Dick.



Plasma Sword

Hidden Character Codes

Play as Kaede
At the Select Screen, highlight Rain and press Down, Down, Left, Left, Up. Kaede will appear in a box above Rain.

Play as Rai-On
At the Select Screen, highlight Byakko and press Up, Down, Left, Left, Right, Left, Up. Rai-On will appear in a box above Byakko.

3 **Play as Evil Gamof**
At the Select Screen, highlight Gamof. Hold Start and press A.

Rayman 2: The Great Escape

Hidden Mini-Game

2 At the Title Screen, press Start, then immediately hold L+R buttons and press B, B, B, B while the screen is scrolling down. Now, you will have access to a new option called Globox Disc Access. Choose this and you'll be taken to a multiplayer mini-game.



Street Fighter Alpha 3

Play as Shin Akuma

3 At the Character Select Screen, highlight Akuma, hold Start and press A. Akuma will now be Shin Akuma.

NINTENDO 64

All-Star Baseball 2001

Sweet Cheats

At the Options Screen, scroll until you highlight Enter Cheats. Access this option at the Cheat Code Screen, and enter any of these passwords:

Aluminum Bats
Put in HOLLOWBATS as your password.

Small Players
Put in TOMTHUMB as your password.

Blurred Graphics
Put in MYEYES as your password.

Float to Dugout After an Out
Put in FLYAWAY as your password.

Blackout Mode
Put in WTOTL as your password.

Excitebike 64

More Codes

On the Main Menu Screen, press and hold these buttons in order. Hold L, then hold C-Right, then hold C-Down. While holding these buttons, press A. The "Enter A Cheat Code" Menu will appear. Now you may input any of these passwords.

Unlock Every Stunt
Enter TRICKSTER.

Mirror Tracks
Enter YADAYADA.

Night Mode
Enter MIDNIGHT.

GoldenEye 007

More Mission Button Codes

Enter codes at the Mission Select Screen, use the L and R buttons, C buttons and D-pad. Be sure to hold the buttons for one or two seconds before going to next step.

1 **Statue Unlocked**
Hold L+ R Buttons and press C-Down, hold L+R Buttons and press C-Down, hold L Button and press Right, hold L+R Buttons and press Left, hold R Button and press Left, hold R Button and press C-Right, hold L+R Buttons and press Left, hold R Button and press C-Up, hold R Button and press C-Down, hold R Button and press Right.

2 **Archives Unlocked**
Hold R Button and press Left, hold L+R Buttons and press Up, hold L+R Buttons and press C-Down, hold R Button and press

The Perfect Dark insider

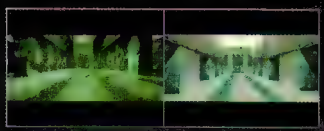
Your monthly source for anything and everything Perfect Dark

Got your own PD tidbit for us? Send us a letter or e-mail us at EGM@ziffdavis.com, subject: Perfect Dark. If we choose your letter you'll get your name in *EGM* and maybe even a little somethin' extra!

WHAT IS THE MATRIX?

Looking for cool new multiplayer scenarios? Swallow the red pill and check out this recipe for playing out the lobby scene from The Matrix that readers Ben McShane, James Smith and Sam Adams sent us.

Scenario: Combat
Arena: The Grid
Weapons: 1) Falcon (w/scope) 2) CMP150 3) Shotgun 4) Combat Boosts (for that Matrix-esque slo-mo effect) 5) AR34 6) K7 Avenger
Limits: 10 minutes (or whatever)
Simulants: 2 KazeSims (your choice of difficulty) 1 NormalSim (or other difficulty)
Teams: 1-2 players (Neo and Trinity) vs. Sims



The Matrix | Perfect Dark "The Grid"

BS RUMOR WATCH

Just like with GoldenEye, you know there's going to be tons of bogus info making the rounds about Perfect Dark—this month's top BS rumor is that you can open the Game Boy camera face-mapping feature by beating the Datadyne Central level in 2:03 or less. This rates 7/10 on the patented *EGM*-PD-BS-O-METER (almost plausible since the feature was removed, but too easy to debunk). Now you can either share this info with your non-*EGM* reading friends, or use it to trick them into thinking it's true! Oh, and feel free to decrease the time limit when you retell it. Have fun!



LOCK UP THE WAREHOUSE!

We hear reports of Perfect Dark freezing up in several different places, but the most common scenario seems to be the multiplayer free-for-all, in the warehouse level with three players versus three simulants. We tested it and sure enough, it locked up consistently. Beware!

WHO CUT THE CHEESE?

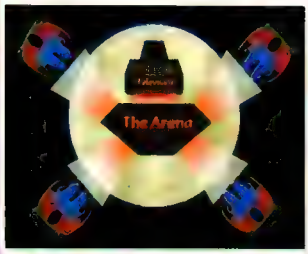


Maybe you've noticed little bits of cheese like this one sprinkled throughout some of PD's levels. What the hell's it doing there? Nothing. Apparently Rare was planning on having you collect these tender morsels to open up cheats in the game but ran out of time and had to cut the feature at the last minute.

ENTER THE ARENA

Sure, multiplayer Perfect Dark rocks the house, but don't you wish the other guys couldn't see your screen? Enter "The Arena" screen divider, $63 shipped from www. comp-systems. com. This bad boy uses mirrors to separate the game screens and give everyone their own private view. So how well does it work? After the half hour or so assembly, we had a few slight problems aligning the mirrors and getting all four screens completely squared, but after some adjustments the payoff (being able to sneak around and camp as a sniper) was well worth it. If you have the cash and are really into multiplayer, check it out. Rating: 8/10





Perfect Dark

Unlocking Codes

Press Start to pause the game. Then you'll see the Perfect Menu. Move Left or Right to Options and then access the "Cheats" Menu. Each of the options has many different unlockable cheats within each category. Listed here are the categories with the missions and times you need to complete them in order to unlock the cheats.

1. **Fun**
2. **DK Mode:** Beat Chicago-Stealth Mission on any difficulty setting.
   Small Jo: Beat G5 Building-Reconnaissance Mission on any difficulty setting.
3. **Small Characters:** Beat Area 51-Infiltration Mission on any difficulty setting.
   Play as Elvis: Beat Area 51-Rescue Mission on Perfect Agent setting in under 7:59.
   Slo-Mo Single Player: Beat dataDyne Research-Investigation Mission on any difficulty setting.







TOP 5 TRICKS

The top 5 games of the last month given the full-on *Trickman* treatment:

1. Pokémon Stadium (N64)

Pikachu Talks
Note: You must have the yellow version of the Game Boy Pokémon game for this to work. Upload Pikachu from the game to Pokémon Stadium. Don't register Pikachu. Now start a battle and use Pikachu. When battling, Pikachu will say its name and have new animations for some of its moves.

2. WWF SmackDown! (PS)

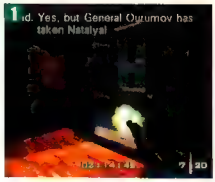
Find Codes
Send in codes for this game. If we print yours, you'll score a free game!

3. Pokémon (Yellow) (GB)

Easy Level Gain
To easily gain experience, switch the Pokémon you want to train with the top Pokémon on your list. When you go into battle, this Pokémon will appear. Switch to another Pokémon. Once you win the battle, the beginning Pokémon and the fighting Pokémon both gain experience points. This is especially useful if the Pokémon you want to build up has no initial attack in its first form.

4. Syphon Filter 2 (PS)

Level Skip
Pause the game in the middle of play. On the "Pause" screen, highlight Map and press and hold these buttons in this order: Right+L2+R2+Circle+Square. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" Screen and enter the "Cheats" option. You'll find an option to end your current level and go to the next one.







GoldenEye 007 cont.

Left, hold L+R Buttons and press C-Right, hold L Button and press Left, hold L+R Buttons and press Right, hold L+ R Buttons and press C-Down, hold L Button and press Up, hold R Button and press C-Down.

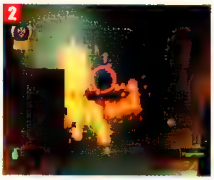
1 Streets Unlocked
Hold L+R Buttons and press C-Left, hold L Button and press C-Right, hold L Button and press Up, hold L+R Buttons and press C-Down, hold R Button and press Left, hold R Button and press C-Right, hold R Button and press C-Down, hold R Button and press Left, hold R Button and press C-Down, hold R Button and press C-Up, hold L Button and press Down.

2 Depot Unlocked
Hold L Button and press Down, hold L Button and press Down, hold R Button and press C-Down, hold L Button and press C-Right, hold L+R Buttons and press Right, hold R Button and press C-Left, hold L Button and press Down, hold L Button and press C-Left, hold L Button and press C-Right, hold L Button and press Up.

Tarzan

3 Level Select Cheat
4 At Main Menu, press Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down. You will see "Cheats" as the last **5** option on the menu. Access this option to get Level Select Menu. Hit Right to see more levels, including bonus stages.





Perfect Dark

CONTINUED

Gameplay
Invincible: Beat Area 51-Escape Mission on Agent setting in under 3:50.
Cloaking Device: Beat G5-Building-Reconnaissance Mission on Agent setting in under 1:40.
Marquis of Queensbury Rules: Beat dataDyne Central-Defection Mission on Special Agent setting in under 1:30.
Jo Shield: Beat Deep Sea-Nullify Threat Mission on any difficulty setting.
Super Shield: Beat Carrington Institute-Defense Mission on Agent setting in under 1:45.
Enemy Shields: Beat Carrington Institute-Defense on any difficulty setting.
Enemy Rockets: Beat Pelagic II-Exploration Mission on any difficulty setting.
Perfect Darkness: Beat Crash Site-Confrontation Mission on any difficulty setting.
Weapons for Jo in Solo
Rocket Launcher: beat dataDyne Central-Extraction Mission on any difficulty setting.
Sniper Rifle: Beat Carrington Villa-Hostage One Mission on any difficulty setting.
SuperDragon: Beat Area 51-Escape Mission on any difficulty setting.
Laptop Gun: Beat Air Force One-Anti-Terrorism Mission on any difficulty setting.
Phoenix: Beat Attack Ship





PLAYSTATION

Colin McRae Rally

1 Open All Tracks

From the main menu screen, choose Championship mode, then choose Continue. When asked to enter your name, put in the following password: OPENROADS and then move to OK and press X. You will hear a voice say, "Trick mode enabled." Once you hear this, go back to the main menu screen and choose Rally. When you go to choose your track (country), you will see that you can now choose the Super-Special stage in Greece.

Die Hard Trilogy 2: Viva Las Vegas

First-Person Shooting Codes

From the main menu, choose Movie Mode or Arcade Mode. If you choose Arcade Mode, pick the spinning pistol. In the middle of the first-person shooting game, press START to pause. Now enter one of these codes for various results. For best results, enter the Unlimited Ammo code after the Every Weapon code.

2 Every Weapon

Square, Square, Circle, Circle, L1, L1.

DIE HARD CONT.

Unlimited Ammo and Grenade Weapons

L1, L1, R1, R1, Circle, Circle.

Invincibility

Triangle, Triangle, Circle, Circle, L1, L2.

Automatic Weapon Reload

Square, Square, Triangle, Triangle, Circle, Circle.

Super Slow Rockets

L1, R1, R1, L1, Triangle, Square.

Slow Motion Movement

Triangle, L1, Triangle, L1, Triangle, L1.

Speed Punks

1 Boost Start

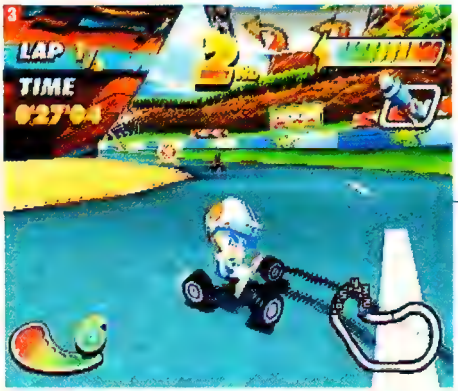
This trick will give you a boost ahead of the other cars when **2** you begin a race. When starting a race and the lights start to count down, wait until the third red light beeps, and then immediately hold the X button. For best results, try holding the X button about halfway in between the third and fourth light.

In the middle of the game, press and hold the accelerator and brake buttons simultaneously. Now turn yourself around **3** twice, so that you complete two 360s and let go of the accelerator and brake buttons.

4 You will get an instant turbo boost! Just make sure you aim the right way when you initiate the boost.









Covert Assault Mission on any difficulty setting.

Psychosis Gun: Beat Chicago-Stealth Mission on Perfect Agent setting in under 2:00.

Trent's Magnum: Beat Crash Site-Confrontation Mission on Agent setting in under 2:50.

Farsight: Beat Deep Sea-Nullify Threat Mission on Perfect Agent setting in under 7:27.

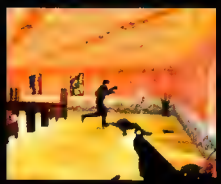
Classic Weapons for Jo in Solo

PP9i: Win all gold stars in the Carrington Institute Firing Range.

CC13: Win all gold stars in the Carrington Institute Firing Range.

KL01313: Win all gold stars in the Carrington Institute Firing Range.

KF7 Special: Win all gold stars in



the Carrington Institute Firing Range.

ZZT 9mm: Win all gold stars in the Carrington Institute Firing Range.

DMC: Win all gold stars in the Carrington Institute Firing Range.

AR53: Win all gold stars in the Carrington Institute Firing Range.

RC-P45: Win all gold stars in the Carrington Institute Firing Range.

Weapons

Classic Sight: Beat dataDyne Central-Defection Mission on any difficulty setting.

Unlimited Ammo - Laptop Guns: Beat Air Force One-Anti-Terrorism on Perfect Agent setting in under 2:03.

Hurricane Fists: Beat dataDyne Central-Extraction Mission on Agent setting in under 2:07.

Unlimited Ammo: Beat Pelagic II-Exploration Mission on Special Agent setting in under 3:11.

X-Ray Scanner: Beat Area 51-Rescue Mission on any difficulty setting.

R-Tracker/Weapon Caches: Beat Skedar Ruins-Battle Shrine Mission on any difficulty setting.

All Guns in Solo: Beat Skedar Ruins-Battle Shrine Mission on Perfect Agent setting in under 5:31.

Buddies

Velvet Dark: Default Character.

Pugilist: Beat dataDyne Research-Investigation Mission on Perfect Agent setting in under 6:30.

Hotshot: Beat Area 51-Infiltration Mission on Special Agent setting in under 5:00.

Hit and Run: Beat Carrington Villa-Hostage One Mission on Special Agent setting in under 2:30.

Alien: Beat Attack Ship-Covert Assault Mission on Special Agent setting in under 5:17.

tricks @ziffdavis.com

We want your tricks! We want to include your best codes and tricks in every issue, to put along with all our great tricks we pack in every issue. You can even win prizes if we pick yours as Trick of the Month!

*see page 153 for contest rules

TOP 5 TRICKS (CONTINUED)

5. Pokémon (Blue) (GB)

Infinite Items

With this cheat, you can give yourself an unlimited supply of whatever item you have in your sixth inventory slot. Keep in mind that this trick only works in the Red and Blue versions of the game. First, head to Viridian City and talk to the old man who instructed you how to use Poké Balls. When he asks you, choose to watch his demonstration again. After that, immediately fly to Cinnabar Island. Choose one of your Pokémon who has the Surf Ability. Ride up and down the east coast of the island (hugging the shoreline) until you get into a battle. Eventually, you will encounter one of two glitchy Pokémon, either one with a name made up of scrambled boxes or the infamous Missingno. Whatever you do, do not catch any Pokémon that you encounter here. Repeat: Do not catch any of them. It will ruin your saved game. Run from every battle as soon as you get into one. After running from a battle with a glitch Pokémon, check your inventory. Whatever item was in the sixth slot should have a strange symbol where the quantity used to be. This usually means that you have well over 100 of that item. This trick can be done repeatedly, so you can essentially have infinite items. Now, you can have a ton of Master Balls or enough rare candy to power up all your Pokémon to level 100. Just don't power them up past that because you then run the risk of damaging your save game.

1-900-PRE VIEW
773 8439
The number to call for the latest cheats & gaming info
$1.99 per minute. Must be 18 years or older. Under 18 must have parents' permission.

PLAYSTATION

Street Sk8er 2

Incredible Tricks

On the Title Screen where "Press Start Button" is flashing, enter any one of these codes for the results shown. You will hear a click noise if the code was entered correctly.

1 **Every Board**
Circle, Circle, Square, Circle, Square, Square, Circle, R1.

2 **Every Skater**
Left, Left, Circle, Circle, L2, Square, Right, R2.

Every Course Open
Left, Right, Left, Right, Circle, Circle, R1, Square.

V-Rally 2: Need For Speed

All Bonus Cars and Levels

On the Title Screen, highlight and enter Game Options. Now move down and access Game Progression. Quickly press L1, R1, Left, Right, Left, Right, Up, Down, Up, Down, X, X+Select. You'll hear a buzzing noise. You can open up any level and car by pressing X on any rectangle.

Who Wants To Be A Millionaire

3 **Replacement Names**
Go to "Enter Your Name" screen. Enter REGIS PHILBIN, Regis denies you that name. He will then replace it with DREAMER, FIBBER or SMARTY PANTS. If you don't enter a name, you will be given one like EINSTEIN, KATHIE LEE, GELMAN or CODY.

GAME BOY

Pac-Man: Special Color Ed.

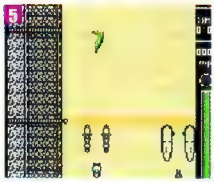
Pac-Attack Level Codes

Press Start on the Title Screen. Now move down and choose Pac-Attack. On the Pac-Attack Title Screen, move down and access Puzzle Mode. On the Puzzle Mode Main Menu Screen, choose Password. Now you can enter any of these level codes.
Level 2: HNM, Level 3: KST
Level 4: TRT, Level 5: MYX
Level 6: KHL, Level 7: RTS
Level 8: SKB, Level 9: HNT
4 Level 10: SRY









Star Wars Episode 1: Racer

5 **Boost Start**
First, start a race. As the countdown begins, wait until it reaches "1." As soon as the number goes away, immediately press and hold button A. If your timing is correct, you will get a boost ahead of the other racer. The timing is tricky, so keep trying if you miss it the first time.

NEO•GEO POCKET

The Match of the Millennium: SNK VS. Capcom

Alternate Costume Colors

On the Character Select Screen, move onto the character you want to pick, then press and hold A. Your character's costume color will change.

HEY, YOU: WANNA WIN FREE STUFF?

If your trick is selected as Trick of the Month, you will win a free GameShark provided by InterAct, and a Pro Shock, or a Hyper64, or a VIPER controller from Fire International. If you are given credit for submitting a hot trick in this section, you will win a free game. See page 163 for rules.

Note: If you send your trick by e-mail, you must include your real name and address.

Send your best tricks, codes, Web sites, anything that can help make games more fun or interesting to:

Tricks of the Trade
P.O. Box 3338
Oak Brook IL
60522-3338

or send e-mail to:

tricks@ziffdavis.com



WIN

OVER $25,000 IN PRIZES



Have you ever dreamed of owning the ultimate gaming rig or home theater system? Here is your opportunity!! If you win, we give you a budget and you go on a shopping spree. Tailor your package exactly how you want it. We do not want to pick your prizes for you. You get what you want. The packages described below are examples of what you could buy with your winnings. Not interested in this contest. Check out other contests, and the largest selection of music merchandise available at www.INFIN1.com.

CONTEST #1 - VIDEO GAMES

Sony Playstation Dual Shock, Sega Dreamcast, Game Boy Color, and Nintendo 64 Funtastic Series. Get all four or trade what you don't want for cash. Options include accessories, plenty of games, Sony Playstation 2 and 36" monitor. Base prize package value $1200.

CONTEST #2 - COMPUTER

700 MHz, 128 mb RAM, 27 gig hard drive, 8X DVD-ROM, CD-RW drive, modem and 17" monitor. Options include software and accessories. Base prize package value $2600.

CONTEST #3 - HOME THEATER

60" big screen, 100 watt receiver with Dolby Pro Logic Surround Sound, DVD, 200 CD changer, dual tape, HI-FI VCR and tower speakers. Base prize package value $7475.

Make It Happen. All this and more could be yours. In these contests everyone starts out equal. There is no luck involved. You win the prizes by outscoring other players in games of skill. Begin your journey by solving the puzzle below. If you stick it out till the end and have the highest score, you go on a shopping spree and we foot the bill. This first puzzle is easy but it gives you an idea of how the contests work. You will receive full information when you enter. You have been given the opportunity to live your dream. Are you up to it?

Future Puzzles. For each contest you enter, you will receive by mail, four more puzzles at $2 each and a tie-breaker at $1. You have three weeks to solve each puzzle. We can not predict the number of entries for each phase. Typically 78% attain the highest score in phase 1, 65% in phase 2, 38% in phase 3 and 31% in phase 4. The winner will have the highest score after the tie-breaker. Each contest has its own tie-breaker. In the unlikely event that players are still tied, they will split the value of the package they are playing for.

Directions. Follow the directions below to fill in the puzzle. Check the boxes on the entry form to specify the contests you are entering. Add up the entry fees and send that amount with the entry form to the address below. Remember, you can't win if you don't enter. Only one entry per person. Prize totals are described below puzzle. ALL ENTRY FEES MUST BE PAID IN U.S. FUNDS ONLY. WE WILL NOT ACCEPT CANADIAN CHECKS. **All entries must be post marked by Oct 25, 2000.**

PRIZE PUZZLE #1

WORD LIST

TOWER - P	LEGAL - Y
EARTH - X	EMPTY - V
WORLD - U	WATER - T
SPACE - W	COAST - A
HAPPY - O	FIELD - B
SHARE - Z	~~BLADE - D~~

DIRECTIONS

Fill in the puzzle with the correct words going across. Transfer each word's corresponding letter to the line at the end. This should spell the secret word going down. HINT. Read the secret word clue.

		T				
H						
B	L	A	D	E		D
			S			
					L	

SECRET WORD →

SECRET WORD CLUE:

What comes after yesterday but before tomorrow?

ENTER ME IN THE FOLLOWING CONTESTS:

☐ ($3) Video Game ☐ ($3) Home Theater

☐ ($3) Computer ☐ ($5) All Three - **Save $4**

101

Name

Mailing Address Apt #

City State Zip

SEND CASH, MONEY ORDER OR CHECK TO:

ELATION, P.O. BOX 62126 DEPT 953, MINNEAPOLIS, MN 55426

This puzzle is void where prohibited. Employees of Elation, Inc and its suppliers are ineligible. Judges decisions are final. Where judges are in error the sponsor's liability is limited to the amount of entry fees paid. Elation is not responsible for lost, delayed or stolen mail. Winners will be determined no later than July 01, 2001. This contest is open to residents of the U.S. and Canada only. If you are under 18, you must have parents permiss on to play.

© 2000 Elat on, Inc.

Clip This Order Form And Mail It

Clip This Order Form And Mail It

Value of prize packages as follows: Video Game package $1200 base prize, bonus options $2350, cash options $1250. Computer package $2600 base prize, bonus options $2850, cash options $1250. Home theater package $7475 base prize, bonus options $8375, cash options $1250. For any questions e-mail us at elation@uswest.net or call us at 612-826-0033.

Chris Johnston • chris_johnston@ziffdavis.com
Kraig Kujawa • kraig_kujawa@ziffdavis.com
Mark MacDonald • mark_macdonald@ziffdavis.com
Greg Sewart • greg_sewart@ziffdavis.com

FINAL WORD

E3 Winners and Losers


Chris Johnston


Kraig Kujawa


Mark MacDonald


Greg Sewart

James: When I was at the Tokyo Game Show, the consensus was that Sega kicked everyone's ass there as well. We figured Sony would unleash the mother lode on everyone at E3 since they hadn't really done an American blow-out before. But E3 showed me nothing that I hadn't really seen before (MGS2 excluded). If Sega can't cement their place in this industry through the sheer quality and quantity of their games, and lose marketshare to record-breaking pre-orders of a system that hasn't shown much at all, then I quit. I think Bleem! for Dreamcast fairly equalizes things.

I thought this E3 was a lot of damn work, and I wonder why we even deal with it any more. I mean, all the PR chickies come running around with revs of all their games anyway, so the E3, in my own stupid opinion, is a big spankfest of gargantuan proportions. All it makes me want to do is get back to work and call up said PR chickies for burns of their games. This year, if I'm forced to be objective, Sega won hands-down. Holy cow, did they have a buttload of awesome games. And their booth rocked too. Nintendo, surprisingly, came in a strong second with a solid lineup of kick-ass games. Sony was the most disappointing with a gratuitously large booth that lacked direction, an amazing dearth of significant PlayStation games, and a shocking lack of quality PS2 software. As with the TGS, Sony could have shut the door on the Dreamcast if they wanted, but they showed up lacking teeth.

Chris: I think perhaps if I hadn't seen or played all of the Japanese PS2 games when the system came out in Japan, I'd be a lot more excited about PS2 now. And I am excited about PS2—just not about what's coming this year (only Onimusha: Warlords looks any good). The future of the system is assured from a developer/ publisher point of view, but as a gamer, I think it'd be safe to wait it out.

Mark: That's the thing—people say Sony had a horrible E3, and maybe they did as far as living up to the crazy hype built up around the PS2, but ask any developer or publisher what systems they are backing in the coming year, and it was all about the deuce baby.

They would say, "Maybe X-box," "Maybe dolphin," even "Maybe PC," but a PS2 version was practically a given.

I think everyone—in the press and in the development community—likes to bitch about Sony 'cause they are so dominant and have this "you need us, but we don't need you" attitude, but when it's time to put their money where their mouth is, they shut right up and get in the PS2 line just like everyone else.

Kraig: The effects of E3 will be interesting to see, to say the least. If E3 was any indication, Sony looked to be in trouble, while Sega and Nintendo looked like kings. Sony didn't even have many "booth babes," either.

Even though Sony had a lousy showing, two of their PS2 presold launch games are already tops in Top 10 Games sold in the month, and retailers are being asked to stop selling preorders.

Greg: I agree that Sega definitely stole the show this year. Just like last year they had a huge collection of games that people will want to buy. As for Nintendo, it's the first time in years that I'm actually dying to get my hands on their upcoming games. Their entire lineup screams quality. Sony...well, they might as well have not even shown up. It seemed the biggest attraction in their booth was the section demonstrating the PS2's ability to play DVD movies. Yawn.

As for the E3 show being a big waste of time...well, at least it's a few days out of the year when we're not in the office, and it also gives us Chi-town boys a chance to see the West Coast editors' smiling faces.

"I agree, Sega definitely stole the show this year. Just like last year they had a huge collection of games that people will want to buy."

ZIFF DAVIS PUBLISHING INC.

Chairman, Chief Executive Officer and President ..... James D. Dunning, Jr.
Chief Operating Officer and Senior Executive Vice President ..... Tom McGrade
President, Consumer Magazine Group ..... James J. Spanfeller
President, Business Magazine Group ..... Al Perlman
Executive Vice President and Editorial Director (Editor-in-Chief, PC Magazine) ..... Michael J. Miller
Executive Vice President and Publishing Director (Consumer Magazine Group) ..... Scott Crystal
Executive Vice President and Publishing Director (Consumer Magazine Group) ..... Peter Longo
Senior Vice President (Corporate Sales) ..... Rita Burke
Senior Vice President (Circulation) ..... Charles Mast
Vice President (Editor, eWEEK) ..... John Dodge
Vice President (Editor-in-Chief, Yahoo! Internet Life) ..... G. Barry Golson
Vice President (Production) ..... Roger Herrmann
Vice President (Marketing, Consumer Magazine Group) ..... Howard Kaplan
Vice President (Editor-in-Chief, eWEEK) ..... Eric Lundquist
Vice President (Technology) ..... Bill Machrone
Vice President (Marketing, Business Magazine Group) ..... Michael Perkowski
Vice President (Editor-in-Chief, FamilyPC) ..... Robin Raskin
Vice President (Publisher, eWEEK) ..... Sloan Seymour
Vice President (Editor-in-Chief, Ziff Davis SMART BUSINESS for the New Economy) ..... Paul Somerson
Vice President (Game Group) ..... Dale Strang
Vice President (Human Resources) ..... Vincent Stabile

ZD LABS

Vice President and General Manager ..... Mark Van Name
Chief Technology Officer ..... Bill Catchings

ZIFF DAVIS MEDIA INC.

Chairman, Chief Executive Officer and President ..... James D. Dunning, Jr.
Chief Operating Officer and Senior Executive Vice President ..... Tom McGrade
President, Consumer Magazine Group ..... James J. Spanfeller
President, Business Magazine Group ..... Al Perlman
Chief Information Officer ..... Kim Hoover
Director of Communications ..... Elizabeth Estroff
Publishing Consultant ..... Chip Block

CHIPS & BITS INC.

P.O. BOX 234 DEPT 11281
ROCHESTER, VT 05767
INT'L 802-767-3033 FAX 802-767-3382

www.chipsbits.com
or call 1-800-600-4263
Source Code 11281

PLAYSTATION

Title	Release	Price
Alien Resurrection	06/00	$39.95
Allundra 2	03/00	$39.95
Arc the Lad Collection	10/00	$76.95
Arena Football	06/00	$39.95
Army Men World War	04/00	$39.95
Bass Landing 2	07/00	$39.95
[illegible]	[illegible]	[illegible]
Buzz Lightyear	09/00	$39.95
Caesars Palace 2000	05/00	$39.95
Chessmaster Millenium	10/99	$39.95
[illegible]	[illegible]	[illegible]
Clock Tower 2	11/99	$32.95
Colin McRae Rally 2	08/00	$42.95
Colony Wars 3 Red Sun	09/00	$39.95
Countdown Vampires	06/00	$39.95
Covert Ops Nuclear Dawn	06/00	$39.95
Crusaders Might Magic	03/00	$36.95
Dave Mirra Freestyle BMX	09/00	$39.95
Destrctn Derby 3 Raw	07/00	$39.95
Die Hard Trilogy 2	02/00	$39.95
Dig mon World	05/00	$39.95
Dino Crisis 2	08/00	$39.95
Dinosaur	06/00	$39.95
Driver 2	10/00	$39.95
Ducati Motor Racing	08/00	$39.95
[illegible]	[illegible]	[illegible]
Dune 2000	11/99	$31.95
ECW Anarchy Rulez	08/00	$39.95
Eagle One Harrier Attk	04/00	$39.95
Ehrgeiz 2	08/00	$39.95
Evil Dead Hail King	07/00	$38.95
Expedition	05/00	$29.95
Family Feud	09/00	$29.95
Final Fantasy 9	11/00	$49.95
Final Fantasy VIII	09/99	$49.95
Formula 1 2000	08/00	$39.95
Front Mission 3	03/00	$36.95
Galaga	09/00	$24.95
Gekido	05/00	$42.95
Gran Turismo 2	12/99	$34.95
Grind Session	05/00	$39.95
HBO Boxing	08/00	$39.95
Harvest Moon	07/00	$44.95
Hydro Thunder	04/00	$39.95
In Cold Blood	06/00	$39.95
Jackie Chan Stuntmstr	03/00	$34.95
Jeopardy 2	09/00	$29.95
[illegible]	[illegible]	[illegible]
Legacy Kain Soul Rvr 2	09/00	$42.95
Legend of Mana	06/00	$39.95
Lunar 2 Eternal Blue	07/00	$66.95
MLB Pennant Race 2001	03/00	$38.95
Medal of Honor 2	06/00	$39.95
MediEvil 2	05/00	$39.95
Mega Man Legends 2	07/00	$39.95
Monstr Rnchr Battle Card	08/00	$42.95
Ms. PacMan Maze Madness	09/00	$39.95
[illegible]	[illegible]	[illegible]
Triple Play 2001	03/00	$38.95
Vagrant Story	05/00	$39.95
Valkyrie Profile	08/00	$44.95
Vanguard Bandits	05/00	$39.95
Vanishing Point	07/00	$39.95
WTC World Race Champ	08/00	$39.95
WWF Smackdown	03/00	$38.95
Wheel of Fortune 2	09/00	$29.95
Wild Arms 2	05/00	$39.95
[illegible]	[illegible]	[illegible]
X Men 3D Mutant Acad	07/00	$39.95



'LUNAR 2: ETERNAL BLUE' Join Hiro & Ruby a thousand years after the first adventure, as they work to unlock the secrets of the Blue Spire. Meet new characters, fight monsters, traverse mountains & crawl through dungeons as you wind your way toward the terrifying climax!
Working Designs (Roleplaying)
Release: 7/00
PSX
$69.95



'CHRONO CROSS' features a story line with multiple scenarios leading to several endings, set in a beautiful 3D world Brand new battle system that allows the player a choice of fighting options, who to battle & when & where Takes place 20 years after the events of Chrono Trigger
EA (Roleplaying)
Release: 8/00
PSX
$39.95

DREAMCAST

Title	Release	Price
18 Wheeler Pro Thunder	07/00	$46.95
Aero Wings 2 Airstrike	08/00	$46.95
Army Men Sarge's Heroes	08/00	$46.95
Castlevania Resurrectn	06/00	$46.95
Crazy Taxi	02/00	$46.95
Dead or Alive 2	03/00	$39.95
Draconus	06/00	$46.95
Dreamcast Controller	09/99	$29.95
[illegible]	[illegible]	[illegible]
Dreamcast VMU	09/99	$29.95
ECW Anarchy Rulez	08/00	$46.95
Ecco the Dolphin	07/00	$44.95
Evil Dead Hail King	07/00	$46.95
[illegible]	[illegible]	[illegible]
Grand Theft Auto 2	05/00	$42.95
Jet Grind Radio	08/00	$44.95
Legacy Kain Soul Rvr 2	08/00	$46.95
Legend of Blade Masters	08/00	$39.95
MTV Sports Skateboard	07/00	$46.95
Marvel Vs. Capcom 2	08/00	$44.95
NFL Blitz 2001	08/00	$44.95
Phantasy Star Online	[illegible]	[illegible]
Power Stone 2	09/00	$46.95
Quake 3 Arena	09/00	$49.95
Rainbow Six	05/00	$44.95
Resident Evil Code Veron	03/00	$44.95
Sega Sports NFL 2K1	09/00	$46.95
Space Channel 5	06/00	$39.95
Spec Ops Omega Squad	06/00	$44.95
Super Magnetic Neo	07/00	$44.95
Tokyo Extreme Racer 2	09/00	$46.95
Tony Hawks Pro Skater	06/00	$46.95
Virtual On	05/00	$44.95
WWF Royal Rumble	07/00	$46.95

PSX2

Title	Release	Price
Bouncer	10/00	$49.95
Dark Cloud	10/00	$49.95
ESPN NBA Tonight	11/00	$49.95
ESPN Track & Field Sydney	11/00	$49.95
ESPN Winter X Games	11/00	$49.95
FIFA Soccer 2001	10/00	$49.95
[illegible]	[illegible]	[illegible]
Gran Turismo 2000	10/00	$49.95
Gunslinger	11/00	$49.95
Kessen	11/00	$49.95
Leg on Legend Excalibur	12/00	$49.95
Metal Gear Solid 2	11/00	$49.95
NASCAR 2001	10/00	$49.95
NBA Hoopz	11/00	$49.95
NFL Game Day 2001	10/00	$49.95
Oddworld Munches Odysse	10/00	$49.95
[illegible]	[illegible]	[illegible]
Ridge Racer V	10/00	$49.95
Smuggler's Run	11/00	$49.95
[illegible]	[illegible]	[illegible]
Streetfighter EX 3	10/00	$49.95
Street Lethal	11/00	$49.95
Summoner	11/00	$49.95
Tekken Tag Team	10/00	$49.95
Top Gear Dare Devil	11/00	$49.95
Unreal Tournament	11/00	$49.95
Warriors of Might & Magic	12/00	$49.95
World is Not Enough	11/00	$49.95

GAMEBOY COLOR

Title	Release	Price
Army Men	03/00	$26.99
Bomberman MAX Blue	05/00	$26.99
Cruisin Exotica	07/00	$26.99
Crystalis	06/00	$28.99
Donkey Kong Country 2	08/00	$28.99
[illegible]	[illegible]	[illegible]
Legend Zelda Frait Tree	06/00	$32.99
MTV Sports Skateboard	06/00	$28.99
Metal Gear Solid	05/00	$28.99
Perfect Dark	07/00	$28.99
[illegible]	[illegible]	[illegible]
Pokemon Trading Card	04/00	$26.95
SF Alpha Warriors Dream	04/00	$28.99
Towers Lord Baniff	06/00	$29.99
Wario Land 3	05/00	$28.99
Warlocked	07/00	$28.99

BOARD GAMES

Title	Release	Price
Axis & Allies Europe	03/00	$42.99
Battle Mat	10/96	$42.99
Battletech 4th Ed	12/94	$21.99
Castle of Magic	05/99	$24.99
Crimson Skies	01/99	$29.99
[illegible]	[illegible]	[illegible]
Diskwars Assctd Armies ea.	07/99	$8.99
Guild Wars	12/98	$34.99
Lionheart	10/97	$34.99
Monopoly Deluxe	05/98	$33.99
[illegible]	[illegible]	[illegible]
Roborally	01/96	$36.99
Scrabble Dlx	08/97	$49.99
Settlers of Catan	11/96	$32.99

COMPUTER GAMES & HARDWARE

Title	Release	Price
Age of Empires 2	09/99	$39.95
Age of Wonders	01/99	$28.95
Asheron's Call	12/99	$34.95
Baldur Gate w/EP 1	12/99	$38.95
Battlezone 2	11/99	$39.95
Bugs Bunny Lost Time	09/99	$32.95
C&C 2 Tiberian Sun	08/99	$37.95
Diablo 2	12/99	$39.95
Delta Force 2	11/99	$34.95
Descent 3	06/99	$26.95
Descent 3 Mercenary	11/99	$27.99
Diablo 2	02/00	$42.95
Diplomacy	11/99	$39.95
EverQuest Ruins Kunark	03/99	$34.95
Forgttn Rlms Silver Ed	08/99	$28.95
Force Commander	03/00	$39.95
Gabriel Knight 3	11/99	$32.95
Grand Theft Auto 2	10/99	$28.95
Half Life Adrenaline Pk	01/00	$39.95
Hall Life Opps ng Frc	12/99	$27.95
[illegible]	[illegible]	[illegible]
Homeworld	09/99	$28.95
Interstate 82	11/99	$34.95
Jane's JSAF	10/99	$36.95
Madden NFL 2000	09/99	$34.95
Master of Orion 2	11/96	$9.95
Messiah	02/00	$39.95
Mig Alley	12/99	$34.95
MS Flight Sim 2000	10/99	$38.95
MS Flight Sim 2000 PE	10/99	$59.95
Myth Total Codex	11/99	$19.95
Omikron Nomad Soul	11/99	$28.95
O R B	09/00	$39.95
Pharoah	11/99	$29.95
Planescape Torment	11/99	$39.95
Quake 3 Arena	12/99	$32.95
Rage of Mages 2	10/99	$12.95
Railroad Tycoon 2 Gld	09/99	$28.95
Rainbow Six Gold	06/99	$24.95
Rogue Spear Add-On	10/99	$19.95
Septerra Core	11/99	$14.95
Shogun Total War	06/00	$37.95
SU-27 Flanker 2	11/99	$39.95
Thief 2 Metal Age	11/99	$28.95
Tomb Raider 4	11/99	$28.95
[illegible]	[illegible]	[illegible]
WarCraft 2 Battle.net Ed	10/99	$18.95
3Dfx Voodoo3 3500	08/99	$249.99
3Dfx Voodoo4 4500	03/00	$179.99
Diamond Monster MX300	01/99	$85.95
Everglde Lrg Attk Pad	11/99	$15.99
Evergl de Mouse Surf	11/99	$12.95
Fortissimo Sound Card	10/99	$49.99
Hercules 3D Prph II 64MB	05/00	$399.95
Elsa GLADIAC GeForc2	05/00	$359.95
3dfx Voodoo 5 5500 AGP	05/00	$289.95
Diamond Monster MX400	02/00	$79.95

HINT BOOKS

Title	Release	Price
Banjo Tooie Players Gd	08/00	$12.99
Dragon Warrior Monsters	05/00	$12.99
House of Dead 2 OSG	10/99	$10.99
Jet Force Gemini OSG	10/99	$11.99
Kirby 64 OSG	06/00	$10.99
Legend of Mana OSG	06/00	$12.99
Lunar 2 Eternal Blue	07/00	$17.99
Mario Party 2	02/00	$11.99
Ogre Battle 3	09/00	$12.99
Perfect Dark	05/00	$12.99
Resident Evil Code Veronica	04/00	$11.99
Starcraft	04/00	$12.99
Threads of Fate OSG	07/00	$12.99
Vagrant Story OSG	05/00	$12.99
X Men 3D OSG	07/00	$10.99

Visa, MC & Discover accepted. Checks held 4 weeks. Money Orders under $200 same as cash. COD $8. Price, release, availability, shipping times & offer not guaranteed & are subject to change at any time. Hardware may require added S&H. Within 10 days defectives repaired or replaced at our discretion. After 10 days the manufacturer's warantee applies. All sales final. S&H calculated on a per order, per shipment, and per item basis. The "per order" charge is charged once per order placed, the "per shipment" charge is charged once for each item ordered and the "per shipment" charge is charged once for each shipment we make to you. For each US order $10.00 will be allocated to a 12 issue subscription to Computer Games Strategy Plus. Call for details.

	Standard US Mail 7-10 Days	Priority U.S. Mail 4-3 Days	Express 2 Day	Express 1 Day	Mail To Canada 4-7 Days	Mail To The World 7-14 Days
Per Order	$1.00	$2.00	$2.00	$2.00	$2.00	$2.00
Per Shipment	$1.25	$1.00	$5.00	$13.00	$2.00	$2.00
Per Item	$0.75	$1.00	$1.00	$2.00	$2.00	$6.00

©2000 CHIPS & BITS, INC

'X-MEN: MUTANT ACADEMY' Train with Professor Xavier & fight your way up the ranks Fight as one of 10 different X-Men, each with their own unique mutant powers & abilities Three modes of play include Training, Arcade & Versus Hone your powers in training mode and then move up the ranks in Versus & Arcade 3D fighting arenas, aerial combat, finishing moves and realistic X-Men costumes give you the total X-Men experience
Activision (Fighting)
Release: 6/00
PSX
$39.95
Game Boy
$28.99





'FUR FIGHTERS' are an elite fighting force of stuffed animals on a mission to rescue their families from the evil General Viggo Fight your way past Stupid Bears solve puzzles to save your babies, rescue your mutated kin from 6 boss levels & save the planet! Forty levels 20 weapons & multiplayer option
Acclaim (Adventure)
Release: 6/00
Dreamcast
$46.95

NINTENDO 64

Title	Release	Price
Aidyn Chronicles	07/00	$59.95
AirBoardin USA	06/00	$49.95
All Star Baseball 2001	03/00	$49.95
Army Men Air Combat	06/00	$39.95
[illegible]	07/00	[illegible]
Battlezone	03/00	$56.95
Blues Brothers 2000	06/00	$59.95
Bomberman Second Attack	05/00	$49.95
Brunswick Bowling	12/99	$49.95
Castlevania Spec Ed	12/99	$49.95
Command & Conquer	07/99	$49.95
Conkers Bad Fur Day	11/00	$59.95
[illegible]	07/00	[illegible]
CyberTiger Golf	03/00	$49.95
Donald Duck	08/00	$52.95
Donkey Kong 64	12/99	$54.95
Dragon Sword	06/00	$59.95
Duck Dodgers	06/00	$49.95
Duke Nukem Zero Hour	06/99	$49.95
ECW Hardcore Revolt	02/00	$49.95
Excitebike	05/00	$44.95
Fighters Destiny 2	06/00	$49.95
Gauntlet Legends	09/99	$49.95
Golden Eye 007	09/97	$38.95
Hey You, Pikachu	11/00	$59.95
Hydro Thunder	03/00	$49.95
Indy Racing League 2K	06/00	$39.95
Jet Force Gemini	10/99	$45.95
Kirby 64 Crystal Shards	05/00	$49.95
Legend Zelda Majora Mask	11/00	$59.95
Legend of Zelda	11/98	$29.95
Mario Golf 64	08/99	$44.95
Mario Party 2	02/00	$49.95
Mario Tennis	08/00	$59.95
Mia Hamm Soccer	08/00	$49.95
N64 Controller Asstd. Color	10/96	$26.95
N64 Expansion Pak	12/98	$24.95
[illegible]	[illegible]	[illegible]
NASCAR 2000	09/99	$30.95
NBA in Zone 2000	03/00	$44.95
NFL QB Club 2001	08/00	$52.95
Ogre Battle 3	08/00	$56.95
Perfect Dark	05/00	$59.95
Pokemon Puzzle League	09/00	$54.95
Pokemon Stadium	03/00	$54.95
Ready 2 Rumble Boxing 2	08/00	$52.95
Scooby Doo	08/00	$52.95
Sea-Doo Hydro Cross	09/00	$54.95
Starcraft	06/00	$49.95
[illegible]	[illegible]	[illegible]
WWF Wrestlemania 2000	11/99	$54.95
WinBack	10/99	$49.95
World is Not Enough	06/00	$56.95
Xena Warrior Princess	12/99	$54.95



'BANJO-TOOIE' Join Banjo & Kazooie as they travel through 9 3D worlds, full of magic power ups & enemies The worlds cover about 150 areas & 9 bosses, which the pair can explore together or separately Mini-games are featured in every level and players can control the spell-casting Mumbo Jumbo Up to 4 players can play
Nintendo (Adventure)
Release: 7/00
N64
$52.95



'OGRE BATTLE 64: PERSON OF LORDLY CALIBER' Develop warriors, master magic spells, balance unit strengths & cope with a huge variety of terrain as you play Magnus Gallant, brave hero & savior of the people. Three scenarios in huge 3D worlds encompass 35 battles & missions. New classes of allies, enemies & monsters.
Atlus (Roleplaying)
Release: 8/00
N64
$56.95



NEXT MONTH

ELECTRONIC GAMING MONTHLY

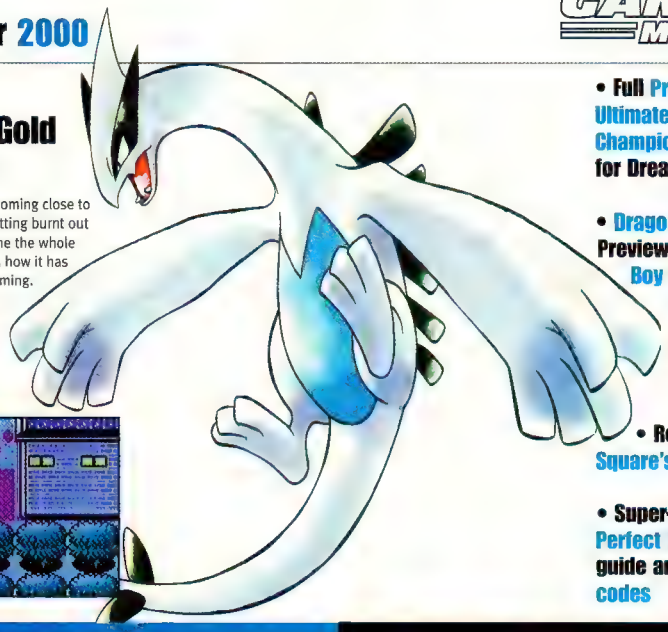
September 2000

On sale Aug. 8

Pokémon Gold And Silver

Is the Pokémon craze coming close to an end? Are gamers getting burnt out on Pikachu? We examine the whole Poké phenomenon and how it has changed the face of gaming. Check out extensive previews of the new **Pokémon Gold and Silver**, including versions for the Nintendo 64.





- Full Preview of Ultimate Fighting Championship for Dreamcast
- Dragon Warrior I & II Previewed for Game Boy Color
- Spider-Man Previewed for Dreamcast
- Review of Square's Chrono Cross
- Super-detailed Perfect Dark strategy guide and secret codes

Official U.S. PlayStation Magazine

Aug. 2000

On sale July 11

Demo Disc

Playables

- Star Wars: Episode I Jedi Power Battles
- Play with the Teletubbies
- Walt Disney World: Magical Racing Tour
- Tenchu 2
- Destruction Derby Raw

Non-Playables

- Dave Mirra Freestyle BMX



Who Wants to be a Millionaire



Official U.S. PlayStation Magazine got large last month with an expanded magazine size and more PlayStation news than ever before. Don't miss all the latest PS2 info, along with reviews and previews of the hottest new games. In August you'll get a sneak peek at even more of the jaw-dropping screens of **Metal Gear Solid 2: Sons of Liberty**, a rundown of 25 must-play games in the next year, and a behind-the-scenes look at **Who Wants to Be a Millionaire.**

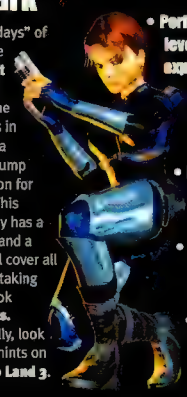
Expert Gamer

Aug. 2000

On sale July 18

Perfect Dark

Weary from the "dog days" of August? Cool off in the shady world of **Perfect Dark** and count on *XG* getting you through the single-player missions in style. If you're having a problem killing time, jump over to your PlayStation for **Legend of Dragoon**. This original RPG from Sony has a unique battle system and a ton of strategy. *XG* will cover all 80 hours of it in painstaking detail. Fighters can look forward to a **Marvel vs. Capcom 2** guide. Finally, look for stunning tips and hints on **Mr. Driller** and **Wario Land 3**.



- Perfect Dark levels, secrets explained
- More moves for Marvel Vs. Capcom 2
- Legend of Dragoon walk-through
- Puzzle-tastic Mr. Driller strategy guide
- Beat Wario Land 3

Advertiser Index

Acclaim Entertainment 13, 32-33, 66-67
www.acclaim.com

Activision 4-5, 18-19,88-89
www.activision.com

American Legacy Foundation 16-17, 19
www.americanlegacy.org

Bloom, Inc. 47
www.bloom.com

Capcom 81, 127, 143, 166
www.capcom.com

Chips & Bits 161
www.cdmag.com/chips.html

Crave Entertainment 67, 100, 113, 141
www.cravegames.com

Customatix 43
www.customatix.com

DC Shoes 15
www.dcshoes.com

Echo Unlimited 45
www.echounlimited.com

Electro, Inc. 150
www.infin1.com

Electronics Boutique 51, 75-77
www.ebworld.com

Funco 163
www.funcoland.com

GT Interactive 65, 163
www.gtinteractive.com

Kasbro Interactive 37
www.atari.com

Infogrames 18, 79, 115, 131
www.infogrames.net

Interact Accessories 164-165
www.interact-acc.com

Interplay 95
www.interplay.com

Jamsport 24-25
www.jamsport.com

Kellogg 21
www.besttherenodate.com

Konami 78-79
www.konami.com

Levi Strauss 69
www.LS.com

Midway 31, 55
www.midway.com

Namco Hometek 105
www.namco.com

Natsume 101
www.natsume.com

Nintendo of America 8-9
www.nintendo.com

NYKO 123
www.nyko.com

Sega of America 38-39, 48-41, 84-85, 92-93
www.sega.com

Skechers 2-3
www.skechers.com

SNK Corporation 83
www.snkusa.com

Sony Computer Entertainment of America 8-9, 62-63, 118, 120-121, 123
www.sony.com

Sony Pictures 23
www.sonypictures.com

South Peak Interactive 49, 117
www.southpeak.com

Square/EA 61, 81, 52-53
www.squaresoft.com

Take 2 Interactive 57-58, 97, 111
www.rockstargames.com

THQ 34-35
www.thq.com

Tradedemon 29
www.tradedemon.com

USD Networks, Inc. 147
www.GameDealer.com

Vatical Entertainment 129
www.vatical.com

Working Designs 107
www.workingdesigns.com

ZDNet 125
www.zdnet.com

Official Contest and Sweepstakes Rules

Trick of the Month

1. **No Purchase Necessary:** To enter, send a letter or standard size postcard with your best trick codes for any video game to "Tricks of the Trade," P.O. Box 3338, Oak Brook, IL 60522 3338, or e-mail us at tricks@ziffdavis.com. Be sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by July 21, 2000.
All entries become exclusive property of Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization, or household per issue. Winning entries may be printed in *EGM* and/or *Expert Gamer*, however, only one prize shall be awarded.
2. **Prizes:** First Prize winners will have their name and trick displayed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of $60.00. The best trick submitted by the First Prize winners will be declared the Grand Prize Winner. One Grand Prize winner will receive (in addition to the First Prize awarded) one (1) Game Shark. Grand Prize has an approximate retail value of $95.95. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Uniqueness (35%), (ii) Novelty (20%), (iii) Accuracy (25%), and (iv) Originality (25%). Judging to be held on or about June 30, 2000. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prizes become unavailable.
3. **Odds of Winning:** The number of winners and the odds of winning will be determined by number of valid entries received.
4. **Eligibility:** Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within five days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Employees of Ziff Davis Media Inc., InterAct Accessories and their respective affiliates are not eligible. Neither Ziff Davis Media Inc., InterAct Accessories nor their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that Ziff Davis Media Inc., InterAct Accessories and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes.
5. **Winners List:** For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Tricks of the Trade Winners List," P.O. Box 3338, Oak Brook, Illinois 60522 3338. Requests for winners lists must be received by the 15th day of next month following the on-sale date of the publication. Allow four weeks for delivery of winners list.
6. **Restrictions:** Void where prohibited or restricted by law. All federal, state and local regulations apply.
7. **Sponsors:** This contest is sponsored by Ziff Davis Media Inc. and InterAct Accessories, Inc. ©2000 Ziff Davis Media Inc. All Rights Reserved. Printed in USA.

Letter of the Month

1. **No Purchase Necessary:** To enter, send your letter to EGM Letters, P.O. Box 3338, Oak Brook, Illinois 60522-3338, or e-mail us at EGM@ziffdavis.com. Make sure to include your name, address and phone number. No purchase or payment of any money is necessary to enter. Entries must be received by the 15th day of the month for the next available issue of EGM. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. Contest open to residents of United States and Canada. Void in Quebec.
2. **Prizes:** One Grand Prize winner will receive one of the following prizes at Sponsor's sole option: One (1) SharkPad Pro 64™ for N64; One (1) Barracuda for PlayStation or One (1) Eclipse Stick for Saturn. Grand Prize has an approximate retail value of $29.99 U.S. Winners will be selected by the Letters Editor whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Originality (50%), and (ii) Topic (50%). Judging to be held on or about the 15th day of each month. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prizes become unavailable. The odds of winning will be determined by the number of valid entries received. Void where prohibited or restricted by law. All federal, state and local regulations apply. FOR AN OFFICIAL COPY OF THE RULES, SEND A SELF-ADDRESSED STAMPED ENVELOPE TO: LETTER OF THE MONTH CONTEST RULES, P.O. Box 3338, Oak Brook, IL 60522-3338.

FuncoLand®
SuperStore
www.funcoland.com
1-888-684-8969
YOUR VIDEO GAME SOURCE
WWW.FUNCOLAND.COM
•PLAYSTATION 2 ORDERING INFO
•POKEMON SUPPLIES & HUNT
•OVER 7,000 TITLES
•ONLINE SWEEPSTAKES
•WIN A PS2!
•NEWSLETTER
•CALL TOLL FREE
1-888-684-8969
RESERVE THESE HOT TITLES TODAY!
1-888-684-8969
Playstation 2 System
ESPN Baseball Tonight - DC
Banjo Tootie - N64
Perfect Dark - GB
Ecco the Dolphin - DC
Threads of Fate - PSX
Sega Dreamcast PlayStation NINTENDO 64 GAME BOY GAME GEAR PC GAMES GENESIS SUPER NINTENDO Nintendo
©Funcoland Franchise Funcoland Inc. All rights reserved. ©Playstation 2, Dart & Shena are registered trademarks of Sony. All rights reserved.

PLAY W

SOMEONE'S ABOUT TO GET

PURCHASE A **GAMESHARK CDX** FOR THE SEGA DREAMCAST®
AND A **PERFORMANCE TREMORPAK** TO RECEIVE $5 CASH BACK
AND REGISTER FOR A CHANCE TO WIN A VIP TRIP FOR TWO TO

ESPN'S 2000 SUMMER X GAMES*.

GINA AND NIKKI, NOT INCLUDED.



YES, THE **GAMESHARK CDX** HAS ARRIVED FOR DREAMCAST. THIS COOL LITTLE DISC GIVES GAMERS THE EDGE TO MASTER EVERY GAME BY UNLOCKING ITS SECRETS (MSRP: $49.99).

ADDED TO A DREAMCAST CONTROLLER, THE **PERFORMANCE TREMORPAK** WILL DRIVE GAMERS TO THE BRINK OF SENSORY OVERLOAD (MSRP: $9.99).





GINA SAVAGE

*Send your name, address, phone number and proof of purchases from a GameShark CDX for Dreamcast and a TremorPak for Dreamcast to "VIP Contest", InterAct Accessories, 10999 McCormick Rd., Hunt Valley, MD 21031, by August 1, 2000. For a complete set of rules and regulations visit the GameShark.com website and click "Contests".


ITH US
LUCKY.
GAMESHARK
Performance
INTERACT
NIKKI SHARPE

56 INVINCIBLE LEGENDS.

1 INCREDIBLE FIGHTING GAME.

The world's most insane tag-team fantasy fighting series is beyond belief in Marvel vs. Capcom 2 for the Sega Dreamcast™! An unprecedented total of 56 playable characters include the debut of Jill from Resident Evil®, Tron and her Servebots and Cable from Marvel Comics fame. Experience arcade perfect fighting with 3 on 3 tag-team battles, unbelievable control and hyper-fast animation. Pick a fight with legendary Capcom characters and Super Heroes from the Marvel Universe and prepare to be amazed.







MARVEL

TEEN T
Animated Violence
Animated Blood
Suggestive Themes

CAPCOM
WWW.CAPCOM.COM

Sega Dreamcast.

© CAPCOM CO., LTD. 2000 © CAPCOM U.S.A., INC. 2000 ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. MARVEL VS. CAPCOM 2 and CAPCOM EDGE are trademarks of CAPCOM CO., LTD. MARVEL and all Marvel character names and the distinctive likenesses thereof are trademarks of Marvel Characters, Inc. and are used with permission. © 2000 Marvel Characters, Inc. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, LTD. The ratings icon is a trademark of the Interactive Digital Software Association.

RetroMags

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at www.retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!

